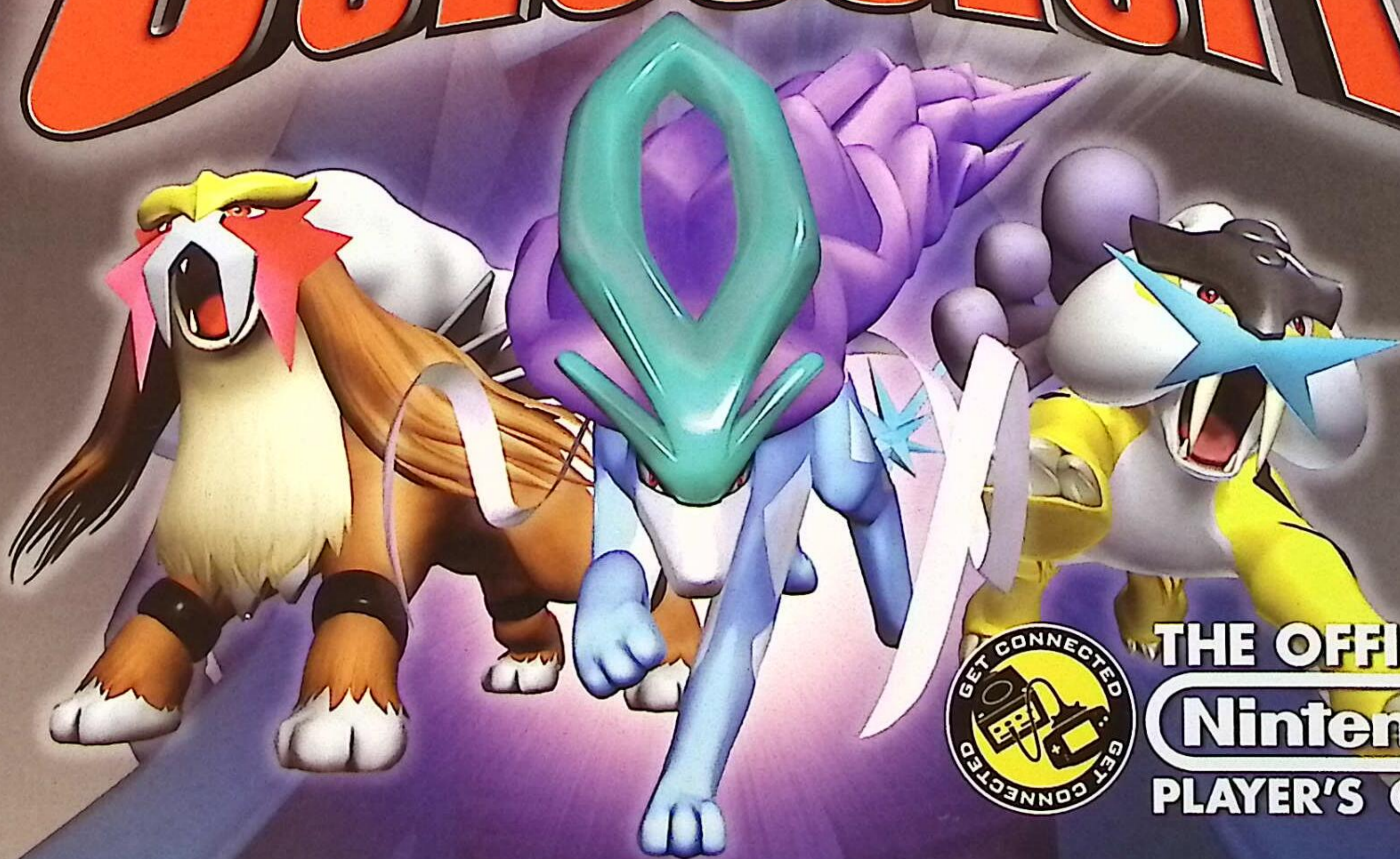


THE OFFICIAL GUIDE FROM **NINTENDO POWER**



NINTENDO  
GAMECUBE™

# Pokémon GOLOSSEUM



THE OFFICIAL  
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PLAYER'S GUIDE

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# OFFICIAL NINTENDO PLAYER'S GUIDE

# POKÉMON COLOSSEUM



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# CONTENTS

Controls	2
Pokémon Types	3
Pokémon Battle Moves	4
Pokémon Abilities & Natures	8
Items & Held Items	9

## STORY MODE

Story Mode: A Whole New World	16
Snag and Save 'Em All	18
Raising Your Pokémon	21
Gameplay Checklist	22
Outskirt Stand	24
Phenac City	25
Pyrite Town	27
Pyrite Building	29

Combination Effects	10
Ins and Outs of Switching	11
Double Battle Techniques	12
Build the Perfect Team	14

## BATTLE MODE

Battle Mode Basics	44
<b>Level 50</b>	
Phenac Stadium (Single)	46
Phenac Stadium (Double)	50
Pyrite Colosseum (Single)	54
Pyrite Colosseum (Double)	58
Under Colosseum (Single)	62
Under Colosseum (Double)	66
Orre Colosseum (Single)	70
Orre Colosseum (Double)	74

<b>Level 100</b>	
Tower Colosseum (Single)	78
Tower Colosseum (Double)	82
Orre Colosseum (Single)	86
Orre Colosseum (Double)	90
Mt. Battle: Single Battle	94
Areas 1 through 10	95
Mt. Battle: Double Battle	115
Areas 1 through 10	116
The Power of Poké Coupons & Connect 'Em All	136

## pokéDEX

## REFERENCE DATA

Items	162
Technical Machines	165
Battle Moves	166

Abilities	172
Natures	173
Available Pokémon by Type	174

# CONTROLS

With a good grasp of Pokémon Colosseum's controls, you'll be able to focus on what counts—building your rep as the fiercest Trainer ever to command Pokémon, whether in Battle mode's heated competitions or Story mode's Snag-'em-all mission.

- Move your character
- Navigate menus

- Show the menu (Story mode only)



- Cancel a selection
- Back out of menus

- Select a menu option
- Speak with someone
- Examine an object

## STORY MODE MENU

The menu system helps you keep your traveling inventory organized. From the Pokémon submenu, you can manage the six members of your current team. (You'll need to access a PC if you want to view your whole Pokémon collection.) The P★DA, short for Pokémon

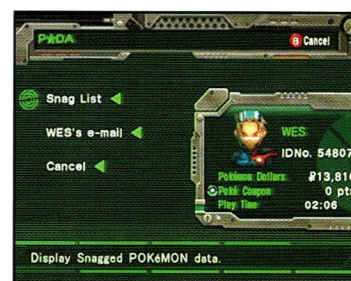
Digital Assistant, allows you to tap into your on-hand digital information. You can examine your inventory from the Item submenu. Note: Unlike in previous Pokémon games, Story mode's menu system doesn't enable you to save—you'll need to find the nearest PC.



Press X, Y or Start to access the top layer of the menu system, then press A to dive deeper into a menu and B to back out.



In the Pokémon submenu, you can examine the statistics, moves and status of all Pokémon in your party and assign them held items.



The Pokémon Digital Assistant lets you read your e-mails and consult your Snag List.

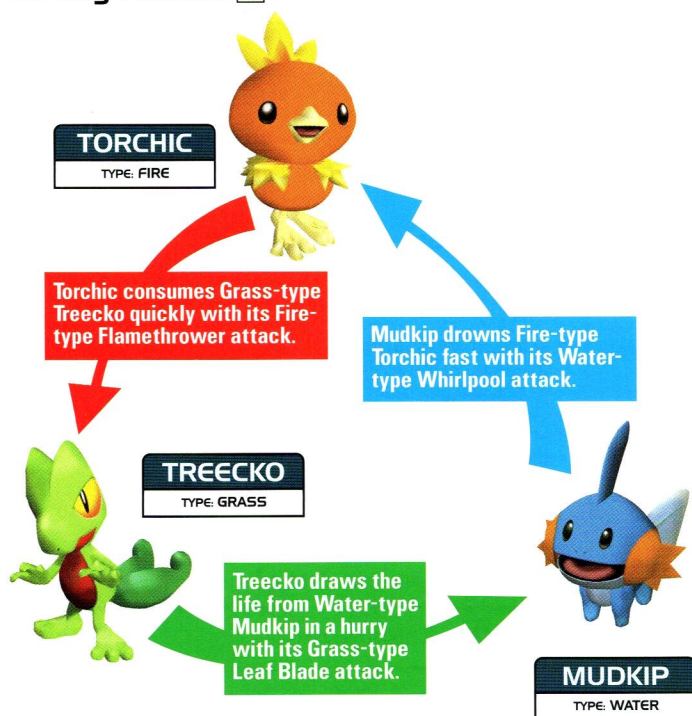
# POKÉMON TYPES

Opponent Pokémon will eat you alive until you come to terms with the Pokémon type system. In battle, the 17 types collide in a way that takes rock-paper-scissors to the extreme. Knowing which Pokémon are vulnerable or resistant to an attack is essential.

## VULNERABILITY

Every kind of Pokémon has one or two types, such as the single-type Torchic (Fire-type) and the dual-type Graveler (see below). A Pokémon's type determines what types of *attacks*—categorized by the 17-type system—it's vulnerable to. Consider this example that shows three Pokémon nipping at each other's heels for double damage:

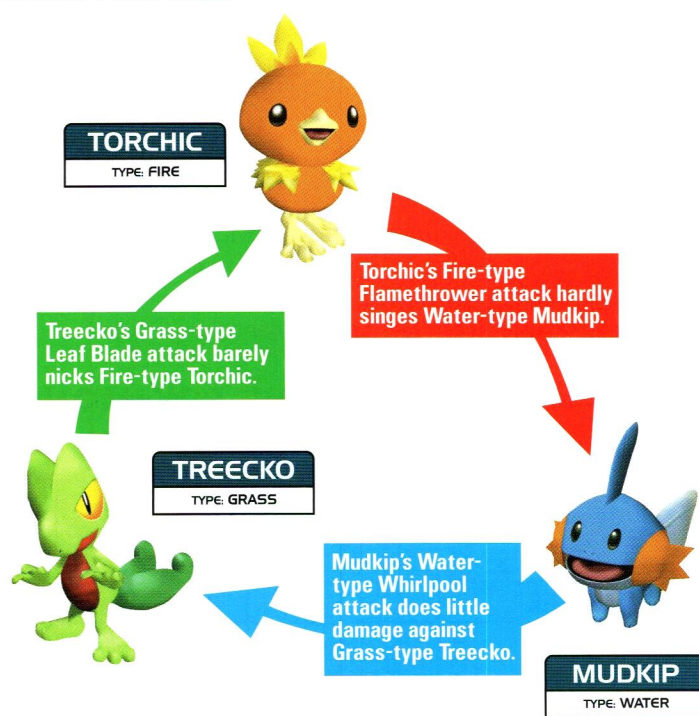
### Strong Attack +



## RESISTANCE

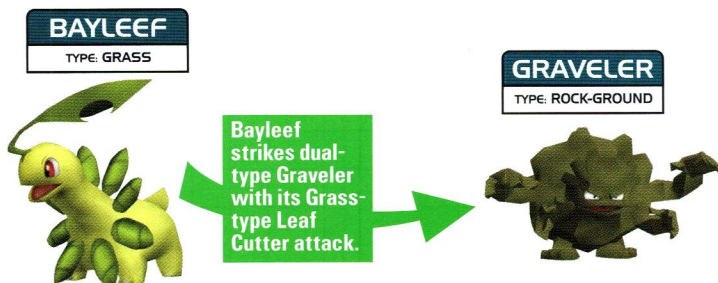
A Pokémon's type also affects what types of attacks it's resistant to. In the example below, which reverses the attack cycle shown to the left, the Pokémon do only half-damage to each other. When you consult the 17-type battle chart on page 4, you'll see that each Pokémon's type makes it resistant to its new tormentor:

### Weak Attack -



## EVERY EDGE COUNTS

Your Pokémon's type doesn't tap into the vulnerability-resistance combat chart shown on page 4. Its *attack type* does, as shown above. If your Pokémon's attack type matches your Pokémon's type, the attack will be 1.5 times as powerful. You can also rack up another major damage multiplier—or a big disappointment—when you attack a dual-type Pokémon. Dual-types can be doubly vulnerable, doubly resistant or somewhere in between, depending on how each of its types reacts to a certain attack type. The example to the right shows an extremely effective attack that combines the type-matching and dual-type multipliers!



LEAF CUTTER'S TYPE MATCHES BAYLEEF'S TYPE	x1.5
GRASS-TYPE ATTACK VS. ROCK-TYPE POKÉMON	x2
GRASS-TYPE ATTACK VS. GROUND-TYPE POKÉMON	x2
<b>TOTAL DAMAGE MULTIPLIER</b>	<b>x6</b>



# POKÉMON BATTLE MOVES

Of the hundreds of battle moves, each of your Pokémon will know only four at a time. Learn which moves cause major damage, inflict status conditions and meddle with statistics to help each Pokémon develop into a formidable powerhouse.

## POKÉMON STATS

Five of a Pokémon's six statistics drive how well it delivers its battle moves. Its Attack and Defense stats determine how much damage it delivers or avoids from physical attacks (like Normal- and Flying-type attacks). Its Special Attack and Special Defense determine how much hurt it inflicts or escapes from special attacks (like Fire- and Ice-type attacks). Speed drives how fast the Pokémon moves in battle and when it takes its turn in a battle round. Hit Points indicates how much damage it can take.

### Attack

The higher a Pokémon's Attack stat, the more damage it delivers with physical attacks.

### Special Attack

The greater a Pokémon's Special Attack stat, the more damage it inflicts with special attacks.

### Speed

The higher a Pokémon's Speed stat, the faster it will strike in a battle round.

### Defense

The higher a Pokémon's Defense stat, the less damage it suffers from physical attacks.

### Special Defense

The greater a Pokémon's Special Defense stat, the less damage it takes from special attacks.

### Hit Points

When a Pokémon takes damage, it loses HP. When it's out of HP, it faints out of its current position in battle.

## THE POKÉMON COMBAT CHART

It's possible to bludgeon through battles without regard to type, but you'll win fights much faster—and level up your Pokémon much more quickly—if you use the battle system. If you know the defending Pokémon's type then strike with the best attack types, you can rack up huge damage multipliers.

### PHYSICAL ATTACK

### SPECIAL ATTACK

### DEFENDING POKÉMON TYPE

YOUR ATTACK TYPE

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK								-			+			+		-	-
STEEL		-	-	-		+							+				-

### Attack-Damage Multipliers

- When figuring out the final damage multiplier, find out which individual multipliers apply, then multiply them together.
- To find out which attack types you should use on a defending Pokémon, scan its type column and see which attack types do x2 damage (+), half damage (-) or no damage (=).
- Against dual-type Pokémon, use the chart to find both damage multipliers, then multiply them together.
- When a Pokémon delivers a "critical hit" (a lucky strike), it inflicts double damage.

<b>x2</b>	Damage for + attacks
<b>x2</b>	"Critical hit" damage
<b>x1.5</b>	Damage if the attack type is the same type as the Pokémon's using it
<b>x0.5</b>	Damage for - attacks
<b>x0</b>	Damage for = attacks; the Pokémon is invulnerable to damage effects

### PHYSICAL ATTACKS

The higher the Pokémon's Attack is, the more damage its physical attack will do. But the higher the defender's Defense is, the less damage it will suffer.

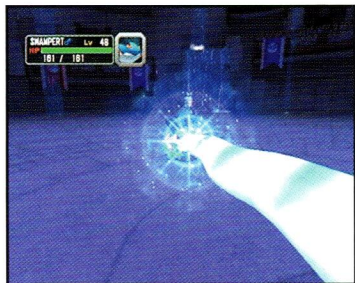
### SPECIAL ATTACKS

For special attacks, use the aggressor's Special Attack stat and defender's Special Defense instead.



## MOVE STATISTICS

Each move has stats that influence battle results. The main three are Basic Attack power, Accuracy and Power Points. You'll find many more details about battle moves in the full list on pages 166-172, including their types and secondary effects. Some moves have amazing powers, but their effectiveness in battle always comes down to their main stats.



Swampert usually has a high Special Attack. When it uses the Hydro Pump special attack, the results are explosive, because the move has a Basic Attack power of 120. Fortunately for its opponents, the move's Accuracy is only 85 and it offers only five power points.

## STATUS CONDITIONS

Many moves afflict the defending Pokémon with one of six status conditions for several turns or cause the foe to Flinch (lose its move). Moves that inflict attack damage *and* cause a status condition usually have a much higher Accuracy for the damage strike than for the additional status effect succeeding—use them with care.

### STATUS-CHANGING MOVES

EFFECT	MOVE	AC
PARALYZE	GLARE	75
	STUN SPORE	75
	THUNDER WAVE	100
POISON	POISON GAS	55
	POISONPOWDER	75
	TOXIC**	85
BURN	WILL-O-WISP	75
CONFUSE	CONFUSE RAY	100
	SUPERSONIC	55
	SWEET KISS	75
	TEETER DANCE*	100
SLEEP	GRASSWHISTLE	55
	HYPNOSIS	60
	SING	55
	SLEEP POWDER	75
	SPORE	100
	YAWN*	100



A Pokémon can't suffer from more than one status condition at a time—except when Confuse is involved. Inflicting Confuse and a second condition is a great way to ensure success.

## Basic Attack Power

The Basic Attack power (BA) influences damage. Weak moves tend to have a low BA; strong moves have a high BA. If you want to raise a Pokémon that can deliver stunningly strong attacks, teach it high-BA moves that work in tandem with its Attack or Special Attack stat—whichever's greater.

## Accuracy

A move's Accuracy (AC) rating shows the likelihood that the move will connect with its target. Weak moves tend to have a better AC; strong moves often have a poor AC. The attacker can also use special moves that improve AC, and the defending Pokémon can tap moves that improve their powers of evasion.

## Power Points

Power points (PP) show how many times a Pokémon can use a move before the ability is tapped out. When a Pokémon refreshes at a Pokémon Restoring Machine, all PP are replenished. Extremely potent moves usually have few PP, so you'll need to use them sparingly.

CONDITION	EFFECT ON DEFENDING POKÉMON
BURN	Loses Attack strength and HP each turn
CONFUSE	Sometimes attacks itself instead of target
FREEZE	Can't deliver moves
PARALYZE	Can't deliver moves 25% of the time / Speed stat loss
POISON	Loses Attack strength and HP each turn
SLEEP	Can't deliver moves

### MOVES THAT INFLECT DAMAGE & STATUS CHANGE

EFFECT	MOVE	EFFECT AC
PARALYZE	BODY SLAM	30
	BOUNCE	30
	DRAGONBREATH	30
	LICK	30
	SPARK	30
	THUNDER	30
	THUNDERBOLT	10
	THUNDERPUNCH	10
	THUNDERSHOCK	10
	ZAP CANNON	100
POISON	POISON FANG **	30
	POISON STING	30
	POISON TAIL	10
	SLUDGE	30
	SLUDGE BOMB	30
	SMOG	40
FREEZE	BLIZZARD	10
	ICE BEAM	10
	ICE PUNCH	10
	POWDER SNOW	10
BURN	BLAZE KICK	10
	EMBER	10
	FIRE BLAST	10
	FIRE PUNCH	10
	FLAME WHEEL	10
	FLAMETHROWER	10
	HEAT WAVE	10
	SACRED FIRE	50
EFFECT	MOVE	EFFECT AC
CONFUSE	CONFUSION	10
	DIZZY PUNCH	20
	DYNAMICPUNCH	100
	PSYBEAM	10
	SIGNAL BEAM	10
	WATER PULSE	20
FLINCH	ASTONISH	30
	BITE	30
	EXTRASENSORY	10
	FAKE OUT*	100
	HEADBUTT	30
	NEEDLE ARM	30
	ROCK SLIDE	30
	ROLLING KICK	30
	SKY ATTACK	30
	SNORE*	30
	STOMP	30
	TWISTER	20
SPECIAL	TRI ATTACK ***	20
	SECRET POWER ****	30

\* Move has an additional effect or special usage condition—see the Battle Move list on pages 166-172.

\*\* Move afflicts its target with a more serious poison that does increasing amounts of damage with each turn.

\*\*\* Move can cause a Paralyze, Freeze or Burn condition randomly.

\*\*\*\* Move effect changes by location: DEF (Phenac Stadium); AC (Orre Colosseum); Paralyze (Under Colosseum, Tower Colosseum and Mt. Battle spots 1-30); Confuse (Pyrite Colosseum, Mt. Battle spots 31-60 and 100); and Flinch (Deep Colosseum and Mt. Battle spots 61-99).



## STAT-ALTERING MOVES

Since damage is influenced by stats, using certain moves several times to pump up your Pokémon's stats—Attack for physical attacks, Special Attack for special attacks—can make your damage shoot into the stratosphere. If your Pokémon is defending against physical attacks or special attacks, use moves that bolster its Defense and Special Defense, respectively. Tampering with an opposing Pokémon's stats can be more effective, however, because it will remain weakened no matter which Pokémon you switch in and out of battle. A stat-attack on a defender may fail, however, so Accuracy comes into play. Some rare moves affect multiple stats at once—they appear in red in the tables below.



Eroding a defending Pokémon's stats then striking with damaging attack can be a more effective way to bring down tough foes like Skarmory.



Raising a Pokémon's stats during battle can quickly make it a major force, especially when using dual-stat-raising moves like Cosmic Power.

### STAT-RAISING MOVES FOR ATTACKING POKÉMON

EFFECT	MOVE
ATK +	BELLY DRUM*
	HOWL
	MEDITATE
	<b>SWORDS DANCE</b>
DEF +	<b>ACID ARMOR</b>
	<b>BARRIER</b>
	DEFENSE CURL
	HARDEN
	<b>IRON DEFENSE</b>
	WITHDRAW
SA +	GROWTH
	<b>TAIL GLOW</b>
SD +	<b>AMNESIA</b>
SPD +	<b>AGILITY</b>
ATK +, DEF +	BULK UP
	CURSE*
ATK +, SPD +	DRAGON DANCE
DEF +, SD +	COSMIC POWER
SA +, SD +	CALM MIND
EVASION +	DOUBLE TEAM
	MINIMIZE
SPECIAL	PSYCH UP**

### STAT-REDUCING MOVES FOR DEFENDING POKÉMON

EFFECT	MOVE	AC
ATK -	<b>CHARM</b>	100
	<b>FEATHERDANCE</b>	100
	GROWL	100
DEF -	LEER	100
	<b>SCREECH</b>	85
	TAIL WHIP	100
SD -	<b>FAKE TEARS</b>	100
	<b>METAL SOUND</b>	85
SPD -	<b>COTTON SPORE</b>	85
	<b>SCARY FACE</b>	90
	STRING SHOT	95
ATK -, DEF -	TICKLE	100
ATK -, SA -	<b>MEMENTO*</b>	100
AC -	FLASH	70
	KINESIS	80
	SAND-ATTACK	100
	SMOKE SCREEN	100
	SWEET SCENT	100

### MOVES THAT INFLICT DAMAGE & REDUCE DEFENDER'S STATS

EFFECT	MOVE	STAT AC
ATK -	AURORA BEAM	10
DEF -	ACID	10
	CRUSH CLAW	50
	IRON TAIL	30
	ROCK SMASH	50
SPD -	BUBBLE	10
	BUBBLEBEAM	10
	CONSTRICT	10
	ICY WIND	100
	MUD SHOT	100
	ROCK TOMB	100
SA -	MIST BALL	50
SD -	CRUNCH	20
	LUSTER PURGE	50
	PSYCHIC	10
	SHADOW BALL	20
AC -	MUDDY WATER	30
	MUD-SLAP	100
	OCTAZOOKA	50

### MOVES THAT INFLICT DAMAGE & RAISE ATTACKER'S STATS

EFFECT	MOVE	STAT AC
ATK +	METAL CLAW	10
	METEOR MASH	20
DEF +	<b>SKULL BASH</b>	100
	STEEL WING	10
ALL +	ANCIENTPOWER	10
	SILVER WIND	10

\* Move has an additional effect or special usage condition—see the Battle Move list on pages 166-172.

\*\* Move duplicates foe's stat modifications (AC: 80).



You can shield your defending Pokémon from stat-tampering by using the Safeguard or Mist move. When you're facing foes who are stat-meddling masters, there's no better way to keep your head on straight.



Baton Pass is great for Trainers who like to overwhelm the opposition with stat-boosted Pokémon. When a Pokémon uses Baton Pass, it ducks out of battle but transfers any of its stat modifications to the incoming Pokémon!

## MAKE YOUR MOVE

Most moves on the Battle Moves list (pages 166-172) are straightforward, delivering damage or afflicting foes with status- or stat-changing effects. But dozens more make an unusual impact or restrike the target on several turns. Check out the following examples to get an idea of the wide range of possibilities at your disposal.

### CROSS CHOP

Some moves, such as Cross Chop, have a high chance of scoring a critical hit—which doubles attack damage. Pokémon that often score critical hits can blaze through battles quickly.



Cross Chop, with its Basic Attack power of 100, is the most powerful strike that has a high critical-hit chance. But even the least powerful of such attacks, Karate Chop, can gash foes badly when its critical hit comes through.

### SEISMIC TOSS & NIGHT SHADE

When you can't get a break via the 17-type battle system, Seismic Toss and Night Shade can be a boon. They circumvent the system and deliver damage based on the attacking Pokémon's level.



Even when the damage isn't affected by type-based multipliers, you should still consult the battle table when using moves like Seismic Toss to find out which types are immune to the damage. Ghost-types are invulnerable to damage from Seismic Toss, a Fighting-type move.

### SWAGGER & FLATTER

Swagger and Flatter raise the opposing Pokémon's stats (Attack and Special Attack, respectively), which sounds like a bad idea. But the moves cuff your opponent with a Confuse condition, as well.



A confused Pokémon may hurt itself. Since the Attack stat determines the damage, Swagger gives your foe more power—to knock itself out.



Flatter raises Special Attack, unfortunately. The confused target won't KO itself as fast. Use Flatter to baffle only foes with a wee Special Attack.

### FIRE SPIN

Attacks like Fire Spin smack a target with damage and cause an effect that inflicts damage for two to five turns. Use such moves in tandem with other residual-damage moves to wear down a foe fast.



Smite a foe with Fire Spin, then inflict a status condition like Burn or Poison to give it two sources of residual damage. It'll lose hit points steadily while you continue your onslaught using other attacks.

### FLY, DIG & DIVE

When a Pokémon uses Fly, Dig or Dive, it'll leave the field of battle for the rest of the turn, avoiding any incoming attacks, then return on the following turn to deliver an extrapowerful wallop.



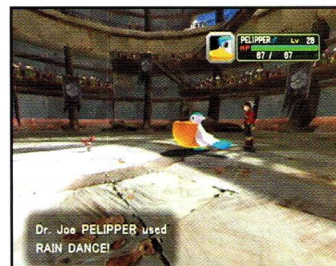
When you face a Pokémon that uses Fly or Dig, respond with Gust or Earthquake, respectively. They're the only moves that will affect the Pokémon while they're above or underneath the field, and you'll do double damage! There's no such counter to Dive.

### ENCORE

Encore forces a target to repeat its last move for three to six turns. It's a gamble when you're uncertain that your Pokémon will strike first. But if you're sure, Encore's a fierce move.



If you face a Pokémon that uses a nondamaging prep move, such as Rain Dance, hit it with Encore if you know that you'll move before your foe.



You'll then be guaranteed that Encore will force the opposing Pokémon into using Rain Dance for several turns—effectively paralyzing it!



# POKÉMON ABILITIES & NATURES

If you have two or more of the same Pokémon, you'll find that they have basic similarities, like their types and the kinds of moves they can learn. But their abilities and natures make each one unique.

## ABILITY ON AUTOPILOT

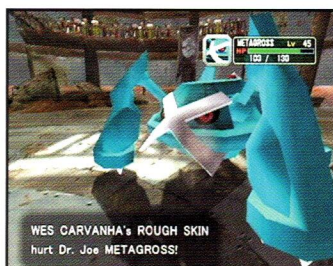
Unlike with moves, you can't order a Pokémon to use its ability—the ability kicks into action if triggered by a battle event. Most Pokémon of a given kind have the same ability. Other kinds may have one of two possible abilities. See the full list on pages 172 and 173.

### Prevention Abilities



Some abilities make a Pokémon invulnerable to specific types of attacks or effects. Claydol's Levitate, for example, prevents any Ground-type attack from scratching it.

### Backlash-Related Abilities



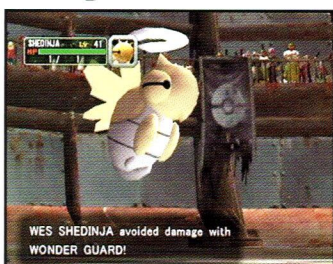
A number of abilities automatically hit an attacking Pokémon with a backlash effect in certain situations. Some of them, like Rough Skin, inflict their effect when an attacker makes physical contact with its target.

### Enhancing Abilities



Abilities like Chlorophyll, which doubles a Pokémon's Speed in sunny weather, will go into action in specific scenarios. Other abilities raise a Pokémon's attack power when using certain move types.

### Strange & Fabulous Abilities

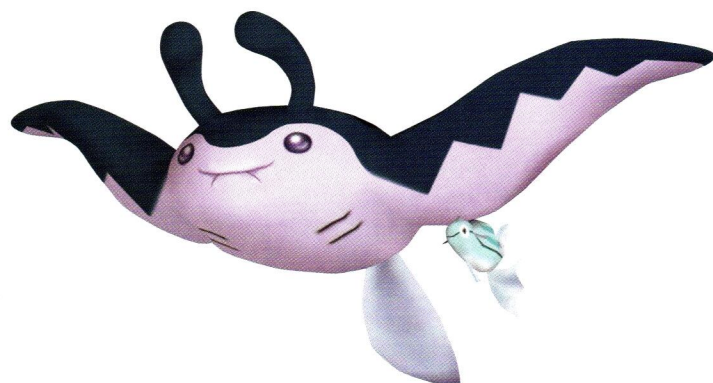


Some abilities are beyond categorization, such as Wonder Guard. The amazing ability makes Shedinja immune to all damage except from attacks that are "supereffective" against its dual Pokémon types on the battle chart.

## GUIDED BY NATURE

Each Pokémon has one of 25 natures that affect how its stats may grow or languish as it gains experience. If you have several of the same kind of Pokémon, each with a different nature, you'll see their stats progress in very different ways based on the nature's influence! Nature also affects Shadow Pokémon purification—see page 20.

NATURE	EFFECT ON STAT GROWTH
ADAMANT	ATTACK + / SPECIAL ATTACK -
BASHFUL	—
BOLD	DEFENSE + / ATTACK -
BRAVE	ATTACK + / SPEED -
CALM	SPECIAL DEFENSE + / ATTACK -
CAREFUL	SPECIAL DEFENSE + / SPECIAL ATTACK -
DOCILE	—
GENTLE	SPECIAL DEFENSE + / DEFENSE -
HARDY	—
HASTY	SPEED + / DEFENSE -
IMPISH	DEFENSE + / SPECIAL ATTACK -
JOLLY	SPEED + / SPECIAL ATTACK -
LAX	DEFENSE + / SPECIAL DEFENSE -
LONELY	ATTACK + / DEFENSE -
MILD	SPECIAL ATTACK + / DEFENSE -
MODEST	SPECIAL ATTACK + / ATTACK -
NAIVE	SPEED + / SPECIAL DEFENSE -
NAUGHTY	ATTACK + / SPECIAL DEFENSE -
QUIET	SPECIAL ATTACK + / SPEED -
QUIRKY	—
RASH	SPECIAL ATTACK + / SPECIAL DEFENSE -
RELAXED	DEFENSE + / SPEED -
SASSY	SPECIAL DEFENSE + / SPEED -
SERIOUS	—
TIMID	SPEED + / ATTACK -



# ITEMS & HELD ITEMS

You'll get many items that benefit Pokémon. Some of them—held items—can be used only by Pokémon themselves. Battle mode and Story mode have different item-usage rules; if you keep them straight, you can set your Pokémon up for far greater success.

## ITEMS

You can use regular items in Story mode and in Pokémon games on the GBA, but not in Battle mode. Many heal damage and status effects. Others raise a Pokémon's stats or level, or teach moves—they're rarer items, so use them sparingly. See the list on page 162.

### STAT- AND LEVEL-RAISING ITEMS

Some stat-raisers, like X Attack, elevate stats only for the duration of one Trainer battle. Others, like Protein, raise them permanently. One item, Rare Candy, increases a Pokémon's level.



You can't use the temporary stat-raisers in Battle-mode fights. If you want to get the edge, use permanent stat-raisers on a Pokémon before you bring it into Battle mode. You can lift a Pokémon's stats to fearsome heights if you use items like Calcium on them!

### MOVE-GRANTING ITEMS

Hidden Machines (HMs) and Technical Machines (TMs) both teach Pokémon new moves. The TMs, however, are the only move-teaching items that you'll find in Pokémon Colosseum.



A TM can teach a move only once, and only to certain kinds of Pokémon. Activate a TM to see if anyone in your traveling party can learn the move. It's a great way to teach a Pokémon powerful moves long before it learns any by leveling up.

## CURING STATUS CONDITIONS

Since inflicting a status condition is a big part of strategy, *eliminating* one is just as important. Some conditions wear off after several turns, but you can also have your team pull together to remove the status. You'll want a stash of condition-clearing items (in Story mode) on hand, and held items in your Pokémon's clutches (in both modes), to eradicate the problem and to maintain your battle momentum.

CONDITION	ITEM/HELD ITEM CURES & OTHER CURES
BURN	ITEMS: Burn Heal, Full Heal, Full Restore, Heal Powder, <b>Lava Cookie</b> ; HELD ITEMS: Lum Berry, Rawst Berry, White Herb; OTHER: Remove Pokémon from battle
CONFUSE	ITEMS: Full Heal, Full Restore, Heal Powder, <b>Yellow Flute</b> ; HELD ITEMS: Persim Berry; OTHERS: Remove Pokémon from battle; or wait a few turns for the condition to fade
FREEZE	ITEMS: Full Restore, Full Heal, Heal Powder, Ice Heal, <b>Lava Cookie</b> ; HELD ITEMS: Aspear Berry, Lum Berry, White Herb; OTHERS: Any Fire-Type attack except Will-o-Wisp and Sunny Day; or wait a few turns for the condition to fade
PARALYZE	ITEMS: Full Heal, Full Restore, Heal Powder, <b>Lava Cookie</b> , Paralyze Heal; HELD ITEMS: Cheri Berry, Lum Berry, White Herb; OTHERS: Refresh, Rest, Smellingsalt moves
POISON	ITEMS: Antidote, Full Heal, Full Restore, Heal Powder, <b>Lava Cookie</b> ; HELD ITEMS: Lum Berry, Pecha Berry, White Herb; OTHERS: Refresh, Rest moves
SLEEP	ITEMS: Awakening, <b>Blue Flute</b> , Full Heal, Full Restore, Heal Powder, <b>Lava Cookie</b> ; HELD ITEMS: Chesto Berry, Lum Berry, White Herb; OTHERS: Wait a few turns for the condition to fade; Call Pokémon in battle (Story mode only)

Items and held items noted in red can't be found in Pokémon Colosseum—you must carry them in from the Pokémon games on the GBA.

## HELD ITEMS

You won't use held items; you'll give one to a Pokémon, who'll use it when the time's right or benefit from a constant effect by possessing it. Battle mode restricts item usage to held items only, so distribute them carefully. See pages 164 and 165 for complete lists.

### BERRIES

Your Pokémon will hold a berry until it decides the time is right to consume the single-use held item. There are many kinds of berries, most with a healing, status-clearing or stat-raising benefit.



Your Pokémon will use berries, such as the sleep-curing Chesto Berry, to take care of their own problems. The big advantage: You won't waste a turn healing your Pokémon. In Battle mode, berries are even more essential since you can't use regular items.

### BATTLE-ENHANCING HELD ITEMS

Many held items grant special effects in battle—such as increasing Fire-type damage or impairing the Accuracy of a foe's move—for as long as a Pokémon hangs onto the item.



Always consider which Pokémon will get the greatest benefit from a held item. For instance, when you pair the Scope Lens (which raises the odds of delivering a critical hit) with a Pokémon that can use Cross Chop (which already has a good chance of a critical hit), you'll be unstoppable.



# COMBINATION EFFECTS

As you learn the specifics of more moves, abilities and held items, you'll begin to see ways to combine them to produce megapowerful effects. Seasoned Trainers always add combos to their type-trumping tactics to get the jump on their opponents.

## WHAT'S IN A COMBO?

Setting up combo effects—by combining a move with an ability, second move or held item—is an advanced way to dominate in battle. Some are easy to discover as you read move and ability descriptions on pages 166-173. Others are more elusive, so be creative.

## COMBO EXAMPLES

Aside from weather-related combos, which pair in well-known ways, many more combos fly under the radar screen. You might be the first to invent them. Inspire yourself with a few examples.

### DOUBLE-EDGE + ROCK HEAD

The Double-Edge move inflicts huge damage but has a bad aftereffect: it hits the aggressor with one-third of the attack damage. If a Pokémon has the Rock Head ability, however, it won't suffer any!

### OVERHEAT + WHITE HERB

Every time a Pokémon uses the Overheat attack, its Special Attack will drop dramatically—and thus reduce Overheat's damage on successive turns. Prevent stat loss with the held White Herb item.

### ENDURE + SALAC BERRY + REVERSAL

The lower the attacker's HP, the greater Reversal's damage will be—so a Pokémon will wow crowds with Reversal if its own health hits 1 HP. Prep a big comeback with Endure and a Salac Berry.



Use Endure first, especially when your Pokémon is facing overwhelming battle odds. Endure will guarantee that it will survive the next wave of damage with 1 Hit Point—so hope for a KO. When its HP drops, the Pokémon will likely decide to use its Salac Berry, which raises a Pokémon's Speed only when its HP is low. That should set up your Pokémon for a first-strike hit with the amped-up Reversal attack.

### BELLY DRUM + REST + CHESTO BERRY

When a Pokémon uses the Belly Drum move, its Attack stat will skyrocket to the maximum possible value. The downside: It will lose half of its HP. Overcome the problem by using the Rest move (TM44), which restores all HP but puts your Pokémon to sleep. If your Pokémon's holding a Chesto Berry, however, it'll use the held item to wake up immediately. It's a fiendish combo!

## WEATHER INFLUENCE

Most moves that let you enhance or change the weather will help you raise the power of certain attack types. Sunny Day's intense sunshine, for example, will increase Fire-type damage. But many weather moves also bring out the best in numerous related moves.

### SUNNY DAY + SOLARBEAM

Under normal conditions, the Solarbeam attack requires one turn to charge up before doing brilliant damage on the second turn. If you use Sunny Day first, you'll put Solarbeam into overdrive.



When either side uses Sunny Day, the whole battlefield is drenched with intense sunlight, which pours extra power into Fire-type moves. Sunny weather will also make the Solarbeam attack work every turn—with no charging up required!

### SANDSTORM + SAND VEIL

Sandstorm will summon a gritty maelstrom, which damages Pokémon on both sides every turn, unless they're Rock-, Steel- or Ground-types. A sandstorm also makes the Sand Veil ability useful.



When a Pokémon has the Sand Veil ability, it will automatically get an evasion boost during a sandstorm. If you get a Pokémon with Sand Veil, find a TM 32 to teach it the Double Team move. (If your Pokémon also uses the evasion-raising Double Team, it'll be nearly untouchable in battle.)

### RAIN DANCE + THUNDER

Rain Dance will bring a rainstorm onto the battlefield, thereby raising Water-type damage for all attacks. A storm will also boost the Accuracy of the Thunder attack so high that no foe can avoid it.



Even if a Pokémon uses moves like Double Team to raise its evasion to can't-hit heights, it still won't be able to avoid damage from a Thunder strike during a rainstorm.



# INS AND OUTS OF SWITCHING

At the beginning of each turn, you can switch out a Pokémon for another on your team. You'll forfeit an attack opportunity, but making offensive and defensive switches is core to a savage strategy. Make sure that you have the switching basics mastered.

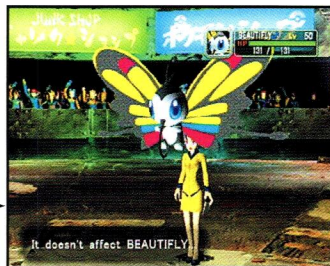
## THE DEFENSIVE SWITCH

Always keep the defense of your in-play Pokémon in mind—and the battle chart on page 4 close at hand. If the opposing Pokémon has an attack type that trumps your Pokémon's type, switch it out for one that has the necessary resistance. Of course, it's hard to know which move types an opposing Pokémon has until it uses them, but you can assume—at least with higher-level Pokémon—that it'll have at least one powerful move that matches its own type.



If you judge a book by its cover, you can assume that the Ground-type Donphan will have at least one Ground-type move.

IF YOU SWITCH TO A FLYING-TYPE POKÉMON



If you have a Pokémon whose type is vulnerable to Ground-type moves, switch it out with one of your Flying-type Pokémon, which are immune to all Ground-type attacks.

IF YOU SWITCH TO A WATER-TYPE POKÉMON



If you have a Water-type Pokémon that has more powerful attacks than your Flying-types, you'll need to make a tough decision. Water-types will get hit by Ground-type attacks, but since they aren't weak to such attacks, at least they won't suffer double damage. That fact might give them time to deliver their powerful attacks.

## THE OFFENSIVE SWITCH

Making switches that maximize your strike power requires no guesswork. If you see a Pokémon and know its type (or look it up on pages 174-176), you'll know exactly which attacks will score type-trumping damage multipliers. If your attacking Pokémon can't exploit the situation, bring out a Pokémon with the attack types that can—before your foe realizes his weakness!



If your foe puts a Fire-type Pokémon on the field and you've sent in a Roselia that has no Water-, Ground- or Rock-type moves, you'll want to switch your Pokémon fast!

IF YOU SWITCH TO A POKÉMON WITH WATER-TYPE MOVES



If you put a Pokémon with Water-type moves onto the field, it'll drown the Fire-type Pokémon with double damage. Even better, if you put out a Water-type with Water-type moves, your Pokémon will score the same-type 1.5x multiplier. In addition, you'll probably benefit defensively from the swap, since a Fire-type Pokémon probably has Fire-type moves.

IF YOU SWITCH TO A POKÉMON WITH FIRE-TYPE MOVES



Sometimes it's worth considering switching in a Pokémon whose move types won't score big damage—if it has a move that will inflict a great secondary effect. If you use Fire-type moves to fight a Fire-type Pokémon, you'll score little damage, but if you inflict a secondary Burn condition, you'll deliver ongoing residual damage, plus Attack-stat reduction! It's a big risk, though.



# DOUBLE BATTLE TECHNIQUES

Double Battles play the most prominent role yet in *Pokémon Colosseum*. Story mode's battles are all Double Battles, so bone up on the advantages and pitfalls of the two-on-two fights. Combos take on greater importance in Double Battles—master them.

## DOUBLE BOLSTER

One strategy for pairing Pokémon is to cover each other's back. For instance, Electric-type Pokémon have only one weakness—Ground-type attacks. If your foe strikes with such attacks, they're probably delivered by Ground-type Pokémon—which are vulnerable to three attack types. Pair your Electric-type appropriately!



You'll have backup for your Electric-type Ampharos if you partner it with a Pokémon that has Water-, Grass- or Ice-type attacks—like Pelipper with its Hydro Pump move. If your opponent puts out a Ground-type with Ground-type attacks, Pelipper can swab the deck with the would-be aggressor.

## SIDEKICK ASSISTS

Some battle moves boost a partner's attacks directly or improve battle conditions for both onfield teammates. A few, like Helping Hand, cause their effect only in Double Battle. Others, such as Water Sport and Mud Sport, are twice as useful in a two-on-two battle because they cover both of your onfield Pokémon.

### Helping Hand



The Helping Hand move works only in Double Battle since it raises the damage that the Pokémon partner inflicts. Helping Hand is one of the most versatile Double Battle assists, because it works with all attacks made in tandem.

### Water Sport & Mud Sport



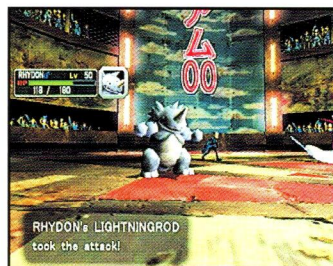
The Water Sport and Mud Sport moves splash the battlefield and reduce the attack damage of Fire- and Electric-type attacks, respectively. The moves make the field far safer for many Pokémon types to stay in play with less fear of getting KO'd by supereffective type-strikes.

## BACKUP ABILITIES

You'll see abilities come into play more often in Double Battles. Some combos work more quickly when a partner sets up the move, such as the Sandstorm-Sand Veil combo (see page 10). And many abilities, like Lightningrod, work only in a Double Battle or have effects that benefit both partners, such as Intimidate.

### LIGHTNINGROD

Electric-type attacks are a major pain for Water- or Flying-types, and many of the moves paralyze Pokémon. Pokémon that have Lightningrod are a boon in Double Battle, because they draw Electric-type moves away from their partner.



Many Rhydon have the Lightningrod ability. Since they're Ground-and-Rock-type Pokémon, they don't suffer any damage or effects from Electric-types. That makes Rhydon a must-have partner in any Double Battle against Electric-types. But the dual-type Pokémon is an especially great sidekick for Water- or Flying-types—and doubly so for a dual-type like Pelipper!

### INTIMIDATE

The Intimidate ability hacks down the Attack stat of opposing Pokémon in all battles. But Intimidate is especially potent in Double Battles, since it will weaken *both* of your foe's onfield Pokémon, which benefits both of your defending Pokémon.



If one of your Pokémon has a low Defense stat, protect it with a sidekick that can Intimidate the opposing duo into having weaker Attack stats. Or pair two Pokémon that possess Intimidate to mow down the other side's Attack stats twice as much.



## WIDE-AREA ATTACKS

In Double Battle, many moves affect both defending Pokémon on the field—and some explosive attacks even engulf your attacking Pokémon's sidekick! Exploit wide-area attacks whenever possible to spread out damage, status effects and stat-drops. Consult the battle lists on pages 166-172 to see if a move casts a wide effect.

## ATTACKS WITH STATUS EFFECTS

When your Pokémon strikes with a wide-area attack, the move's Accuracy applies to each defender. If a move has a secondary status effect, it has a separate probability of connecting with each foe.

EFFECT	MOVE	EFFECT AC
BURN CONDITION	HEAT WAVE	10
FLINCH CONDITION	ROCK SLIDE	30
	TWISTER	20
FREEZE CONDITION	POWDER SNOW	10
	BLIZZARD	10
REDUCED ACCURACY	MUDDY WATER	30
REDUCED DEFENSE	ACID	10
REDUCED SPEED	BUBBLE	10
	ICY WIND	100

## WIDE-AREA SUPPORT MOVES

Double Battle support moves improve both attackers' standing or hit both defenders with a special effect. Moves marked with an asterisk below work automatically—no Accuracy check required.

MOVE	EFFECT
AROMATHERAPY*	Heals all conditions of all in your party
GROWL	Lowers foes' Attack by one level
HAZE*	Returns your and foes' stats to normal
HEAL BELL*	Heals all conditions of all in your party
IMPRISON	Prevents foes from using your Pokémon's four moves
LEER	Lowers foes' Defense by one level
LIGHT SCREEN*	Halves damage from foes' special attacks for five turns
MIST*	Prevents stat reduction
REFLECT*	Halves damage from foes' physical attacks for five turns
STRING SHOT	Lowers foes' Speed by one level
SWEET SCENT	Lowers foes' evasiveness by one level
TAIL WHIP	Lowers foes' Defense by one level

## EARTHQUAKE & EXPLOSION

Explosion and Earthquake affect three Pokémon: the two opposing Pokémon and the attacker's sidekick. Use the moves as a last resort—or partner carefully to avoid the collateral damage.



If you're using the Normal-type attack Explosion, partner the attacker with a Ghost-type, which is invulnerable to Normal-type attacks. If you're triggering an Earthquake, which is a Ground-type move, partner the attacker with a Flying-type Pokémon.

## COMBOS IN TANDEM

Combos are useful in Single Battle; they're nearly mandatory in Double Battle, because you can serve up a two-move effect in one turn. Combos like Sunny Day-Solar Beam (see page 10) become a powerful first-turn assault—it's almost unfair. Certain moves make unique combos possible only in Double Battle.

## GUTS + TOXIC + FACADE

The Guts ability multiplies a Pokémon's physical attack strength by 1.5 when it's suffering from a status condition. When Guts is used in conjunction with the Toxic and Facade moves, possible only in a Double Battle, the Pokémon will become a frightening juggernaut.



Instead of turning Toxic on a foe, your Pokémon must strike its Guts-enabled partner with the move. Toxic has the highest Accuracy of all poisoning moves, so your Guts-y Pokémon will likely get the physical attack multiplier. Then the amped-up Pokémon should come out swinging with the Facade attack, because the move causes double damage when the attacker is poisoned. It's ingenious.

## BELLY DRUM + PSYCH UP

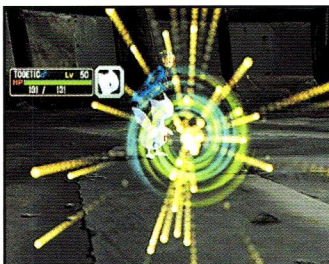
The Belly Drum-Psych Up combo is a devious way of raising your onfield duo's Attack stats to great heights. The first Pokémon uses Belly Drum to raise its Attack stats to the highest possible value, then its partner targets the strengthened sidekick with Psych Up.



The stat-raising Belly Drum has a major drawback: it halves the Pokémon's HP. Fortunately, when its partner uses Psych Up, it will get all the benefit without any downside—and get its own Attack stats raised to the maximum possible value.

## FOLLOW ME + FOCUS PUNCH

Focus Punch can cause a massively damaging wallop if it connects. That's a big if, because the move also forces the attacker to move last. And if it's hit by attacks before it punches, the attacker flinches and loses its turn. Circumvent the downside with Follow Me.



If your other onfield Pokémon uses Follow Me, it'll draw both incoming attacks to itself. So the punching Pokémon won't be hit, flinch and lose its turn. The combo is a sneaky way to sucker punch your opponents. (If you use the combo after you use the Belly Drum-Psych Up combo, you'll serve up a knuckle sandwich your foe will never forget!)



# BUILD THE PERFECT TEAM

Attack multipliers, status conditions, stat meddling, combos—there's quite a bit to consider when constructing the perfect team for every occasion. First and foremost, however, you must balance your team's types before you think about adding in dazzling fightin' footwork.

## STRIKE FROM A FIRM FOUNDATION

Your team's Pokémon might have the most savage moves available. They might be able to set up combos the likes of which the world has never seen. They might be able to raise their stats to nosebleed heights and yank their opponents' stats out from under their feet. But if your team members don't have type diversity and can't watch out for each other's type weaknesses, your team will quickly be picked off, one by one. Always build your team on a firm foundation—a balance of types. The sample teams below will help you guide your team's formation.



## BALANCED TEAM

The team below will be hard to penetrate. The Fire-type Ninetales and Ground-type Sandslash are weak against Water-type attacks. But Grass-type Bellossom and Water-and-Psychic-type Starmie are resistant—so you can swap them out if Ninetales and Sandslash are threatened by a deluge of Water-type strikes. Similarly, every Pokémon on the team below has other Pokémon weaknesses covered. It's a finely balanced team.



**NINETALES**  
FIRE



**BELLOSSOM**  
GRASS



**SANDSLASH**  
GROUND



**METAGROSS**  
STEEL-PSYCHIC



**NOSEPASS**  
ROCK



**CAMERUPT**  
FIRE-GROUND



**STARMIE**  
WATER-PSYCHIC



**DODRIO**  
NORMAL-FLYING



**MANECTRIC**  
ELECTRIC



**SWALOT**  
POISON



**AMPHAROS**  
ELECTRIC



**CORSOLA**  
WATER-ROCK

## OUT-OF-WHACK TEAM

Though the Pokémon below form a type-diverse bunch, they make a team with a glaring weakness. A Ground-type attack is effective against all of them—consult the battle chart on page 4 to see why—and will grind down each Pokémon superfast. Many of the Pokémon below tend to have some of the most powerful attacks possible, but they won't last long enough to use their megapowers.



# STORY MODE



# STORY MODE: A WHOLE NEW WORLD

Story mode's role-playing game is a world apart from the Game Boy games. Set in the new Orre region, the game breaks as many Pokémon traditions as it honors. Think you know Pokémon? Read on to find out what it takes to survive in Orre!

## RESCUE MISSION

In the arid Orre region, the chances to catch wild Pokémon have dried up, so Team Snagem crooks steal them from Trainers. As the hero, you'll turn the thugs' tricks back on them—and travel in search of opportunities to Snag and rescue abducted Pokémon.

### Speed across the Map



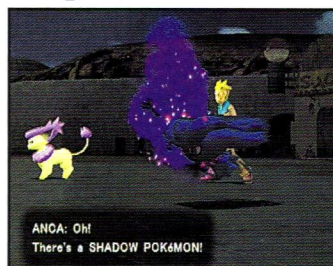
In previous Pokémon games, you walked the routes between towns. In Story mode, you'll instead select an Orre map destination, watch a cut scene of your speeding there on your desert cycle, then appear at your destination. You won't know all map spots at first. As you learn about new locations, more travel opportunities will open up.

### Blaze through Double Battles



Trainers are everywhere in Orre—on the streets and inside buildings. Crooks and egomaniacs will usually pick a fight with you on sight; honorable Trainers generally wait for you to approach them. For the first time in a Pokémon game, all battles are Double Battles. Bone up on your tandem strategy—see pages 12 and 13.

### Snag the Shadow Pokémon



In Story mode, you'll launch Snag Balls at your foe's Pokémon to Snag them from the battlefield. You can play such a dirty trick only when a Pokémon is surrounded by a purple aura. That's the sure sign that it's been turned into a Shadow Pokémon, a breed that has been tainted by criminals. You'll fight many battles, but the Shadow Pokémon are few and far between. Save them all if you can.

### Purify Each Pokémon



You'll soon learn that the crooks have used technology to separate Pokémon from their true natures—turning them into battle machines. After you Snag a Shadow Pokémon, you must purify it using a variety of techniques (see page 20). After you reopen the door to the Pokémon's heart, it'll revert to its former self and possess all of its moves.

## THE MENU SYSTEM

Press X, Y or the Start Button to activate the menu system, which helps you manage your traveling Pokémon party, keep your ever-updating data organized and access the key items, Technical Machines and other useful things in your inventory.

### POKéMON SUBMENU

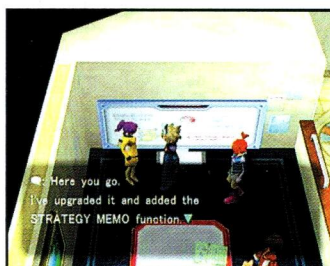
You can carry only six Pokémon with you at a time, and you'll use the Pokémon submenu constantly to check their stats and moves, plus manage their attack order and give them held items.



When a Double Battle begins, the two leftmost Pokémon hit the field as the starting duo. If either of them has a Faint condition, the top Pokémon on the right joins the duo—and so on down the list. When you finish a battle in which some of your Pokémon have fainted, reorganize your lineup so you put your best foot forward at the start of your next battle.

### P★DA SUBMENU

The Pokémon Digital Assistant (P★DA) holds your e-mails and tracks the Snag status of all Shadow Pokémon that you've met. You can also add another important feature, the Strategy Memo.



Speak with the teacher at Pre Gym in Phenac City to get the Strategy Memo installed on your Pokémon Digital Assistant. When you return to the teacher, you'll update your Strategy Memo with info about every new Pokémon that you've met since last you spoke to her. The Strategy Memo lists each Pokémon's type—essential for battle strategy.

### ITEM SUBMENU

The Item submenu lets you use regular items on Pokémon or at key locations, give a held item to one of your Pokémon or use TMs to teach your team new moves.



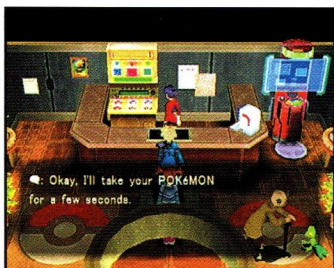
If you want to send an item from Story mode to one of the Pokémon games on the Game Boy Advance, have a Pokémon hold the item, then trade the courier Pokémon to the GBA game.

## POKÉMON RECOVERY

If all six Pokémon on your team faint, you'll lose the battle—and forfeit half of your savings to the victor. Avoid battling a Pokémon into oblivion repeatedly—it'll dislike you more and more. Heal Pokémon during and after battle to avoid such scenarios.

## POKÉMON CENTERS & HOTELS

Pokémon Centers have long been a source of support for Trainers—they're where you can ask an attendant to recharge your Pokémon to full health and cure their status ills for free. In the Orre region, you'll have more options at your disposal.



In Orre, you'll often be able to walk up to a Pokémon Restoring Machine and use it yourself, and many of the machines are in unusual places. If you can't find a Pokémon Restoring Machine, seek a hotel. You'll have to pay for the opportunity to restore your Pokémon, but it's better than battling your team into complete exhaustion.

## USE ITEMS IN AND OUT OF BATTLE

You can use items to heal damage and cure status conditions between battles or during a fight. If you heal a Pokémon during a clash, however, you'll forfeit its move. The best items are scarce, so battle smart to avoid using them needlessly.

### ESSENTIAL CURATIVES

#### LEMONADE (COST: 350)

##### Restores 80 HP

You can buy Lemonade only in The Under. It's a fantastic bargain. Though potions cost slightly less, they heal a mere 20 HP, making them nearly useless during the high-damage battles common in The Under. Stock up on Lemonade when you can. It's the mid-adventure drink of choice.

#### FULL HEAL (COST: 600)

##### Cures all status conditions

Full Heal is a versatile item because it cures all status conditions. It's more expensive than any single-status curative, but you should still invest in a healthy handful of them. You'll spend less overall, because you won't need to purchase excess stock of each curative to cover your bases.

#### FULL RESTORE (COST: 3,000)

##### Cures all status conditions and restores all HP

Full Restore is also on sale only in The Under. Buy a few if you can afford the splurge. It's one of the most powerful curatives you can buy—it wipes away all status conditions and heals all damage. Full Restore is a last resort since it's so expensive, but you should never be without one.

## PC: SAVE AND STORE

In the GBA games, you could save at any point in your travels. In Story mode, however, you must seek out the nearest PC to save. As with the GBA games, the PC holds your extra Pokémon and excess items—return to it to change your traveling party and inventory.



## POKÉMON STORAGE

If you Snag a Pokémon when your traveling party has six members, your addition will go directly to Pokémon Storage. You can access stored Pokémon only by using a PC.



Don't let your lower-level Pokémon languish on the PC. You might be tempted to purify a core team of six Shadow Pokémon, then level them up to terrifying heights. But you'll need the majority of your Pokémon to defeat all of the boss Trainers along the way to the climactic final fight. Return to the PC often to rotate your Pokémon into your experience-earning team.

## ITEM STORAGE

With all of the items that you can find and buy, your traveling inventory will soon fill up. Don't clutter it with nonessential items; transfer them to a PC when you reach one.



If you find an item when your inventory is full, it will be transferred automatically into Item Storage on the PC. You may want to maintain space in your inventory, however. In some hostile areas, you'll have to backtrack a long way to find the nearest PC.

## SAVE

You can save your game only at a PC. When you see a PC, save even if you're not done playing—it's critical if you want to Snag as many Shadow Pokémon as possible. If one slips through your grasp, you might not meet it again until much later in the game, so restart from your last save and try again. You'll lose all progress since your last save, but you'll gain something more precious: a second chance to Snag a Shadow Pokémon.

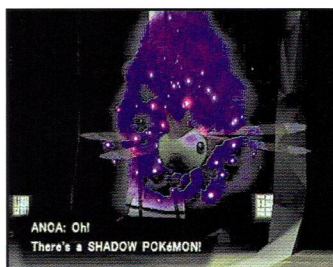


# SNAG AND SAVE 'EM ALL

Wild Pokémon no longer exist in Orre, so Team Snagem thugs see them as a rare commodity—to be stolen from their owners. You'll need to Snag back the abductees and clear their tainted status to save them from their terrible fate.

## SNAG TECHNIQUE

Snagging a Shadow Pokémon in Story mode is similar to catching wild Pokémon in the GBA games. But you can Snag only Shadow Pokémon, those with a sinister purple glow. And you must wear them down carefully to increase the chance of success.



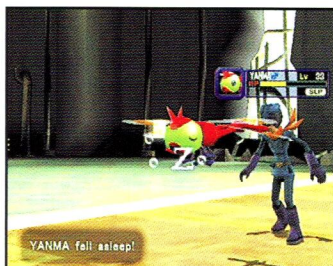
When a Shadow Pokémon enters battle, it'll be surrounded by a purple glow. It's hard to miss. During battle, however, the glow goes away. But there's still a sign—a Shadow Pokémon's name and remaining hit points will be outlined in purple.

### Step 1: Weaken the Pokémon



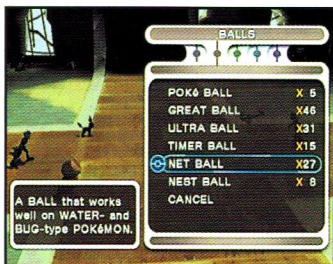
Before you throw a Snag Ball at a Shadow Pokémon, wear down its hit points as close to zero as possible to increase your chances of Snagging it successfully. Read step 2, however, before you think about whittling down its HP too far. There's a complication when catching Shadow Pokémon: they hurt themselves, too.

### Step 2: Inflict a Status Condition



You'll improve your odds if you afflict your target with a status condition, especially Sleep. There's an additional reason to inflict a move-restraining status: Shadow Pokémon frequently use the new Shadow Rush attack, which causes a self-damaging backlash. If you reduce its HP too much and it then attacks with Shadow Rush, it will likely knock itself out—and slip out of your grasp.

### Step 3: Pitch the Best Poké Ball



The Snag Machine turns any kind of Poké Ball into a Snag Ball. Load the machine with the Poké Ball that will improve your chances of capturing the Shadow Pokémon at hand.

## POKÉ BALL PRIMER

You can turn any kind of Poké Ball into a Snag Ball. Because Orre has few low-level Pokémon, you'll find that a basic Poké Ball loses potency early in your travels. Don't risk losing a rare Shadow Pokémon by throwing out a cheap Poké Ball.

### Poké Ball/Great Ball/Ultra Ball



A basic Poké Ball is better than nothing, but you should switch to Great Balls as soon as you can, since they improve your Snag odds. Buy Ultra Balls as soon as you can afford them. They'll increase your chances even more.

### Premier Ball



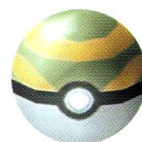
You'll sometimes receive a Premier Ball as a thank-you for buying a lot of goods at once. They're as effective as a basic Poké Ball (not very). Why would you want to use a Premier Ball? Pure style—if it Snags a Pokémon, you'll see its silver flair every time you pitch the Pokémon into battle later on.

### Net Ball



Hurl a Net Ball when you're trying to Snag a Bug-type or Water-type Pokémon. Your odds will improve. If you can't tell what a Shadow Pokémon's type is, consult pages 174-176 before you choose which Poké Ball to use.

### Nest Ball



The Nest Ball is fantastic for Snagging low-level Pokémon. You won't find many low-level Pokémon in Orre, however. Keep a few handy just in case, but don't risk losing a Shadow Pokémon by throwing out a Nest Ball simply to clear your inventory.

### Timer Ball



When all else fails but you don't want to resort to using a Master Ball, consider lobbing a Timer Ball. Its odds of Snagging a Pokémon increase as the battle draws on. If you can prolong battle for dozens of turns—quite a chore—you just might Snag an especially elusive Shadow Pokémon.

### Master Ball



The Master Ball Snags its prey without fail. But you should throw one to Snag only a Shadow Pokémon that you can't live without. You'll find only one Master Ball in Orre. Don't waste the high-powered ammunition.



## SHADOW POKÉMON

Something terrible—and powerful—happens to a Pokémon when it's turned into a battle machine. As a Shadow Pokémon, it's steeped in shades and divided from its nature, and, worst of all, it develops the Shadow Rush attack. The consequences are rough.



Throughout the long process of purifying a Shadow Pokémon, you'll see its remaining taint reflected in its five-bar purple meter. Until you fully purify the Pokémon, its life won't be back to normal—and its use to you will be limited.

## SHADOW POKÉMON RESTRICTIONS

As long as a Pokémon in your possession retains its Shadow status, it will have unusual characteristics. The Shadow Pokémon:

- Won't level up or evolve
- At first, will perform only the Shadow Rush attack for you
- Can't learn new moves from TMs
- Won't desire a nickname
- Can't be entered into Phenac Stadium battles
- Can't be registered as part of a six-Pokémon team for Battle mode
- Can't be traded to the Pokémon GBA games

## SHADOW RUSH & HYPER MODE

The Shadow Rush attack subverts the 17-type battle system. It works equally well against all Pokémon types—resistance, vulnerability and immunity don't come into play. Shadow Rush basically makes the Shadow Pokémon into a battering ram, and it often injures itself on impact. When a Shadow Pokémon is in the service of another Trainer, it'll use other moves in addition to Shadow Rush. But when you first Snag it, it will have only the Shadow Rush move. Every time you command it to use the attack, it has a chance of going into Hyper mode.

## HYPER MODE: PROS AND CONS

Though a Shadow Pokémon in Hyper mode can be a handful, it also brings a powerful presence to the field. It:

- Will desire to use only the Shadow Rush attack; may disobey if you command it to use one of its other moves
- Has an extremely high chance of scoring a critical hit with Shadow Rush
- Can't benefit from items, such as those that heal damage or status effects



## PURIFICATION STAGES

As you purify a Shadow Pokémon (see the next page), its purple taint meter will wear down. At each meter threshold, the Pokémon will remember more of its former self.

### No Steps Reached



Until its taint dips below the first threshold, a Shadow Pokémon won't reveal any of its normal moves to you. You can command it to use only its Shadow Rush attack.

### Stage 1



When the meter dips just under the first threshold, the Pokémon will reveal one move for use in battles. Take advantage of the move—you'll have to purify the Pokémon to Stage 3 before you gain a second one.

### Stage 2



The Pokémon will earn experience starting with Stage 2. It won't benefit from experience until fully purified, but better late than never. During Stage 2, it will also reveal its nature, which indicates what purification method is best.

### Stage 3



When a Shadow Pokémon reaches Stage 3, it will reveal a second move that you can use. The move is often a powerful one, so it's worth your while to keep working with the Pokémon until it reaches Stage 3.

### Stage 4



At Stage 4, you'll have the best of both worlds in your Shadow Pokémon. It will open a third move to you, and it's usually even more stunning than the second move. Three moves plus Shadow Rush—that's a powerful Pokémon!

### Stage 5



You might be tempted to maintain a Pokémon's tainted status until you beat the criminals behind the Shadow Pokémon crimes. But when you wear its taint down to nothing, you can purify the Pokémon completely.

## FINAL PURIFICATION

When every trace of taintedness is gone, you can purify the Pokémon at the Relic Stone (see page 32). It'll lose Shadow Rush, gain its fourth move and benefit from its experience.



Final purification is a spectacular event that will unleash your Pokémon's full potential to use its moves and benefit from experience. For all of its hardship, your Pokémon will also earn a special ribbon—and it'll want a nickname at long last. Last but not least, all of the Shadow Pokémon restrictions will also fall by the wayside. For example, you'll finally be able to take it into Battle mode on a fully purified team!



## PURIFY ON THE FLY

You can wear down your Shadow Pokémon's taint meter in five ways. Its nature—which isn't revealed until Stage 2—determines how quickly the Pokémon will respond to each method. Until Stage 2, observe how fast (or slow) each of the methods benefits the Pokémon, then make your best guess.

### 1 USE IT IN BATTLE

Under your care, your Pokémon will lose some of its taint every time you use it in battle. When it hits the field, you can catch a split-second glimpse of how far its meter drops.

### 2 CALL IT BACK FROM HYPER MODE

When the Shadow Pokémon enters Hyper mode, use the Call option instead of commanding it to make a move. It will forfeit its attack, but you'll see its corruption drop as it comes to its senses.



When you call your Pokémon, it will leave Hyper mode. If you're in a jam, you may want to wait before calling it and exploit Shadow Rush, which scores more critical hits during Hyper mode. The Pokémon will stay in Hyper mode in all battles until you call its name or it faints. Even refreshing it at a Pokémon Restoring Machine won't clear its Hyper mode. You can also call a Pokémon's name to wake it from a Sleep condition.

### 3 INCLUDE IT IN YOUR PARTY

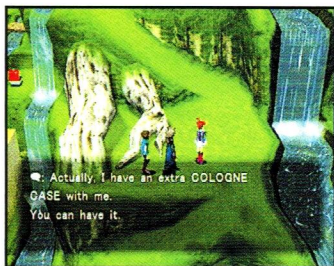
Simply including a Shadow Pokémon in your team and walking with it has a good influence on its taint meter—most of all if the Pokémon has a Bold or Naughty nature.

### 4 CHECK IT INTO POKÉMON DAY CARE

The Pokémon Day Care (see page 32) doesn't have a breeding capacity like those in the GBA games. If you check a Shadow Pokémon into the facility, however, it will lose its taint over time.

### 5 USE COLOGNE MESSAGE

Later in your adventures, you'll gain the Cologne Case, in which you can store three kinds of Cologne Massage scents that Pokémon enjoy. They're expensive but can be very effective.



You can get the Cologne Case from a young woman in Agate Village after you defeat Dakim at Mt. Battle. You can then purchase the one-time-use scents at the Pokémon Mart in the same village.

## NATURE'S EFFECT ON SHADOW POKÉMON

NATURE	METHOD				
	1	2	3	4	5
ADAMANT	+	-	+	=	-
BASHFUL	--	=	-	+	++
BOLD	+	-	++	=	--
BRAVE	++	-	+	-	-
CALM	+	=	=	+	+
CAREFUL	-	=	-	+	+
DOCILE	-	++	=	-	=
GENTLE	--	=	-	++	+
HARDY	+	=	+	--	=
HASTY	++	=	-	--	+
IMPISH	++	=	+	--	-
JOLLY	+	=	=	--	+
LAX	=	-	+	-	+
LONELY	--	+	+	--	++
MILD	-	-	-	+	++
MODEST	-	=	-	++	=
NAIVE	=	=	+	-	=
NAUGHTY	+	-	++	-	-
QUIET	=	=	=	=	=
QUIRKY	++	-	--	++	-
RASH	-	=	=	=	+
RELAXED	-	-	-	++	+
SASSY	++	--	+	-	=
SERIOUS	=	+	=	=	-
TIMID	--	+	--	++	+

Hyper mode effect: Nature also affects whether a Shadow Pokémon is more or less likely to fall prey to its own Hyper mode when it uses Shadow Rush. Natures listed in red are more likely; those in blue are less likely.

++	Method is extremely effective
+	Method is very effective
=	Method is effective
-	Method isn't as effective
--	Method is barely effective

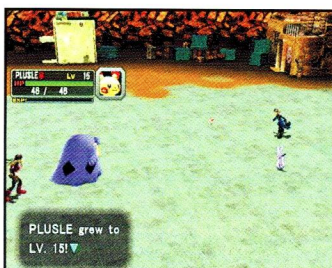


# RAISING YOUR POKÉMON

After you fully purify a Pokémon at the Relic Stone (see page 32), you'll have a lively Pokémon on your hands, ready for you to guide its growth and learn new moves as it gains experience. How you raise your Pokémon makes a big difference in its development.

## LIVE, LEARN & GROW

A Pokémon will gain a level when it fills its battle experience meter. When a Pokémon participates in a fight against an opposing Pokémon, however briefly, it'll gain an equal share of experience points from the victory (unless a team Pokémon is holding the Exp. Share item, which siphons more than the usual share).



To help a Pokémon reach a new level, use it frequently in battle. You can also feed it a Rare Candy, though you should save the scarce treats to raise the level of high-level Pokémon, because it takes proportionally larger amounts of experience to increase a Pokémon's level as its level rises.

## DEVELOP NEW MOVES

A Pokémon will learn a new move when it reaches a certain level, and the move is generally more powerful than those learned at lower levels. New moves' higher power may stem from brute damage (higher Basic Attack power), better special effects, improved Accuracy or even greater combo-effect potential.



A Pokémon can know only four moves at a time. You'll need to select an old move for it to forget—or pass up a learning opportunity. Choose carefully. As the Pokémon gains levels (and stats), old moves may deliver stronger damage or connect to later learned moves for interesting combos. Of course, new moves tend to be more obviously powerful.

## FRIENDSHIPS & CHILLY RELATIONSHIPS

Pokémon can like you or not like you much. If a Pokémon knows Return (TM27), it will deliver a stronger attack the more your friendship grows. If it uses Frustration (TM21), its damage will be greater the *less* it likes you. To develop a friendship with a Pokémon, walk with it often, avoid letting it be KO'd in battle and give it stat- and level-raising items. Don't use items from the Herb Shop (see page 36).



## EVOLUTION

At a specific level, some kinds of Pokémon evolve, which may bring stronger stats and other benefits. If you don't evolve a Pokémon, however, it is likely to learn moves sooner. But some evolved Pokémon learn moves that their pre-evolved forms don't. Study all evolution benefits in the Pokédex (pages 137-160).



Quilava's evolution to Typhlosion shows the usual advantage of Pokémon evolution: many of its stats make a quantum leap. Typhlosion will have to wait until it reaches higher levels than Quilava to learn advanced moves (see below).

## CANCELING AN EVOLUTION

Always know the level at which your Pokémon will try to change, and know its evolution advantages and disadvantages so you can make a snap judgment when the time comes. If you're at a point in your quest that you need Quilava's Flamethrower move quickly instead of Typhlosion's higher stats, you'll have only seconds to make your decision.

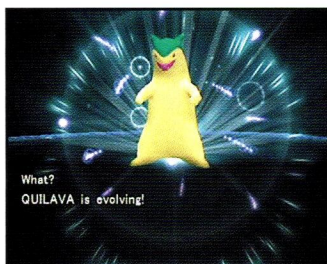
### Quilava

LEVEL	MOVE
42	SWIFT
54	FLAMETHROWER



### Typhlosion

LEVEL	MOVE
45	SWIFT
60	FLAMETHROWER



If you want to cancel the evolution, press and hold B until you see that your Pokémon has stopped trying to change. Thereafter, every time it reaches the next level of experience, it will attempt to evolve—and you'll need to make the choice again.



# GAMEPLAY CHECKLIST

The criminal conspiracy in Orre will lead you back and forth across the world map many times as you stumble upon new leads and new locations. If you're dizzy from the whiplash-inducing travel, reorient yourself by finding your last completed objective on the checklist below, then continue on your travels.

## OUTSKIRT STAND

PG. 24

- ☐ Explore the stand, then step back outside to battle with Willie.

## PHENAC CITY

PG. 25

- ☐ Defeat the kidnapper in battle and rescue your sidekick.
- ☐ Meet with Mayor Es Cade at his house.
- ☐ Enter Phenac Stadium and learn about the competition already underway. Exit the stadium to meet the Team Snagem crooks and battle one of them.
- ☐ In the Pokémon Mart, hear about the Outskirt Stand's Poké Ball sales.

## OUTSKIRT STAND

PG. 24

- ☐ Get five Poké Balls from the salesman.

## PHENAC CITY

PG. 25

- ☐ Fight Folly and Trudly in the mayor's house.
- ☐ Defeat Verde, Bluno or Rosso, the Miror B. goons that block your exit through the city gates.

## CONSTRUCTION LOT

- ☐ Stop at the site; leave to see Pyrite Town placed on the map.

## PYRITE TOWN

PG. 27

- ☐ Speak to the shady Trainer in Pyrite Colosseum about Cail's mysterious Pokémon.
- ☐ Confront Cail and defeat his Pokémon team.
- ☐ Discover the hideout (and controversy) at Duking's home.
- ☐ Learn about the sabotage at the windmill.

## CONSTRUCTION LOT

- ☐ Recover the windmill's **Gear** among the site's clutter.

## PYRITE TOWN

PG. 27

- ☐ Fit the **Gear** into place at the windmill to restore the colosseum's power, then accept Duking's mission.
- ☐ Win the colosseum competition, then speak to the thug on the bridge to gain entrance to the Pyrite building.

## PYRITE BUILDING

PG. 29

- ☐ Defeat two Miror B. goons in the penthouse and rescue Silva.
- ☐ Best the guard of Pyrite Cave.

## PYRITE CAVE

PG. 30

- ☐ Discover and defeat Miror B.
- ☐ Rescue Plusle, accept Duking's help then leave Pyrite.

## AGATE VILLAGE

PG. 31

- ☐ Talk about Shadow Pokémon in Eagun's House.
- ☐ Defeat Skrub in Relic Forest.
- ☐ Hear about Celebi and the Time Flute from Senilor, who lived close to the shop.
- ☐ Receive the **Small Tablet** from Eagun.
- ☐ Read Duking's e-mail about misdeeds on Mt. Battle.

## MT. BATTLE

PG. 33

- ☐ Defeat nine thugs and their boss, Dakim, on Mt. Battle. Then obtain the **F-Disk**.
- ☐ Receive the **Time Flute** from Vander.

## AGATE VILLAGE

PG. 31

- ☐ Visit Eagun to discuss the Mt. Battle skirmish.

## MYSTERY LAB

- ☐ Receive the e-mail from Duking or Sherles about the captured Miror B. Peons while exploring the lab's perimeter.

## PYRITE TOWN

PG. 27

- ☐ Get the **Jail Key** from the police department's table.
- ☐ Unlock the jail cell then take the **Elevator Key** from the sleeping prisoner.



**PYRITE BUILDING****PG. 29**

- ☐ Activate the elevator using the Elevator Key.

**THE UNDER****PG. 34**

- ☐ Go to the Junk Shop through the hotel, then get the **Powerup Part** from Perr.
- ☐ Give the Powerup Part to Nett and tell your P★DA number to Megg.
- ☐ Defeat Silva's captors near the elevator.
- ☐ Speak to Silva to receive his **R-Disk**.
- ☐ Use the R-Disk to move the UFO to the TV station, then defeat Venus.
- ☐ Chase Venus through the station basement and down the stairs to the subway.
- ☐ Walk through the train, then pick up the **Subway Key**.
- ☐ Ride the train to the lab basement. Pick up the **Maingate Key** then ride back to The Under.

**SHADOW POKÉMON LABORATORY****PG. 37**

- ☐ Use the Maingate Key to get past the laser fence.
- ☐ Enter the right door. Trip the left shutter-door switch.
- ☐ Defeat the researcher in Left B1F to get the **Card Key**.
- ☐ Defeat the researcher in Right B2 to get the **Down St. Key** from the desk.
- ☐ Open the locked door by using the Down St. Key.
- ☐ Pick up three **DNA Samples** scattered through the lab.
- ☐ Identify each DNA Sample with the DNA analyzer.
- ☐ Unlock the last door by using the decoded info from the the DNA Samples.
- ☐ Defeat Ein in battle, then take his **Data ROM**.

**THE UNDER****PG. 34**

- ☐ Give the Data ROM to Nett.

**REALGAM TOWER****PG. 39**

- ☐ Topple four Cipher Admins to get four **ID Badges**.
- ☐ Optional: After you get Eagun's e-mail, return to Agate Village and obtain the **Master Ball** from him.
- ☐ Beat Gonzap, the Team Snagem leader.
- ☐ Defeat six foes in the colosseum. Watch the ending.

**PYRITE TOWN****PG. 27**

- ☐ Receive and read e-mail from Secc, then visit him. Defeat Cail and ask him about Shadow Pokémon.

**SNAGEM HIDEOUT****PG. 41**

- ☐ Snag the Shadow Pokémon from the Cipher Peon.

**THE UNDER****PG. 34**

- ☐ Receive and read e-mail from Secc. Talk to Nett, then find and defeat Gurks and ask him about Shadow Pokémon.

**SHADOW POKÉMON LABORATORY****PG. 37**

- ☐ Snag a Shadow Pokémon from the Cipher Peon in the lab.

**SNAGEM HIDEOUT****PG. 41**

- ☐ Snag Skarmory from Gonzap (if you didn't upon your first meeting). Beat him then take the **D-Disk**.

**THE UNDER****PG. 34**

- ☐ Use the D-Disk to take the UFO down to the Deep Colosseum.
- ☐ Defeat four Cipher Admins to face Deep King Agnol in battle, then Snag his Shuckle.

**OUTSKIRT STAND****PG. 24**

- ☐ After you've Snagged 47 Shadow Pokémon, you'll get an e-mail. Follow the instructions to meet the Shady Guy. Snag his Togetic—the 48th and final Shadow Pokémon.

**MAP KEY****5**

Numbers on maps point out locations that either are critical to progressing in your mission or hold resources that would be helpful. Multiple numbers at the same location indicate events that occur at different times.

**SHOP****MART****CENTER**

The Mart and Shop icons indicate Pokémon Marts and regular shops, respectively. A Center icon shows the location of a Pokémon Center.

**PYRITE BLDG  
PAGE 29****A**

A location and page number label at a door or gate point to areas beyond the map. A letter in a blue square marks a connection between separate map areas.

**TM 27 (RETURN)**

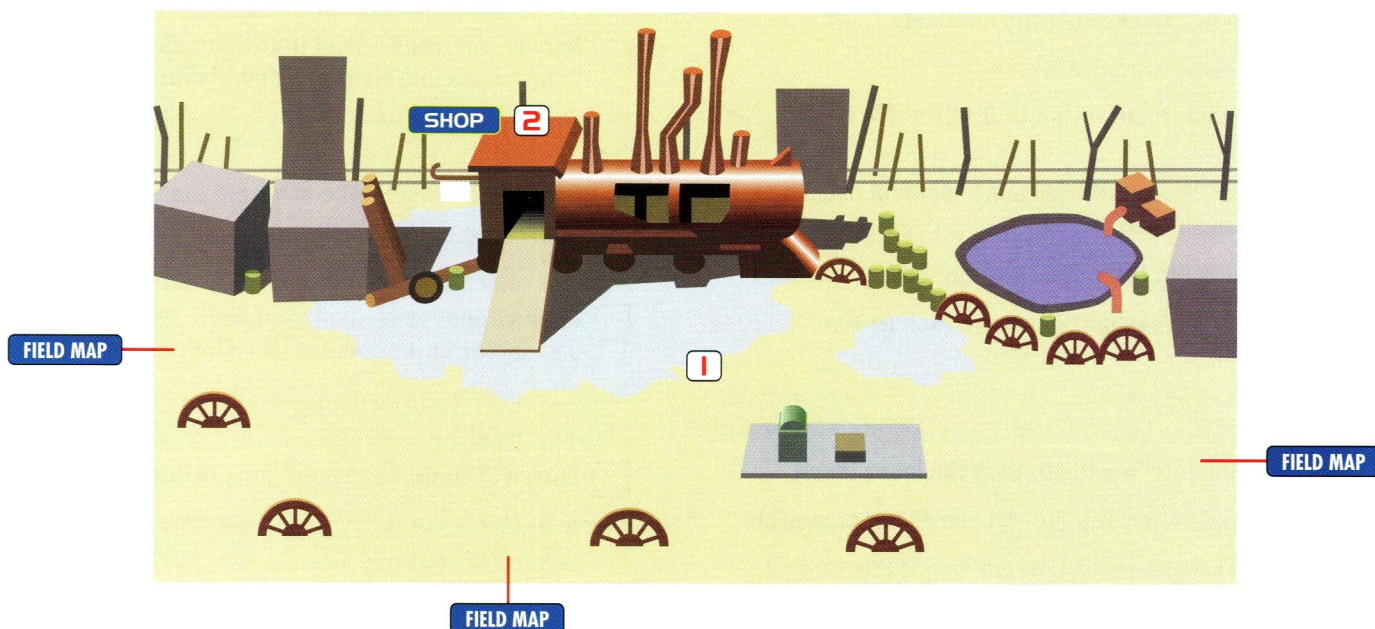
Yellow labels show item locations. Labels attached to a numbered callout indicate that you must enter a building or experience an event to get the item.

**QUILAVA****FIRE****MYSTERY TROOP: ROSSO**

Each of the 48 Shadow Pokémon loose in Orre is part of a Trainer's team. You'll find a Shadow Pokémon's Trainer at the location pointed out by the callout. (Three of the Trainers in Phenac City are exceptions: see tip 6 on page 26.) Some Trainers leave their position if they defeat you, so you won't find their Shadow Pokémon at the indicated spot. A boss's Shadow Pokémon is noted in red in boss strategy boxes.

# OUTSKIRT STAND

When the epic begins, you'll speed away from Team Snagem's obliterated hideout to a run-down heap where you can load up on items and—most importantly—Poké Balls. Return to the Outskirt Stand and stock up on the Snag-enabling essential often.



## 1 STARTING OUT

Enter the café and hear the TV report, then battle Willie, a fellow Trainer, when you leave the train. It's your first chance to use your starting duo, Espeon and Umbreon. After you beat Willie, Phenac City will appear on the field map as a destination.



Espeon can hit with a strong Confusion attack thanks to its high Special Attack, plus it can lend its Helping Hand to raise its partner's strike power. Umbreon will suffer less damage from foes with its great Defense and Special Defense. It can withstand any kind of onslaught better than Espeon.



## 2 poké BALL MONOPOLY

The shopkeeper sells basic supplies when you first meet him. When you bring your sidekick to the shop, she'll ask him if he stocks Poké Balls. He'll bring some out from storage, give you five and sell them (plus Great Balls) thereafter—then add more varieties later.

SHOP	
ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL*	600
GREAT BALL*	600
ICE HEAL	250
NEST BALL**	1,000
NET BALL**	1,000
PARALYZE HEAL	200
POKé BALL*	200
TIMER BALL**	1,000
ULTRA BALL**	1,200

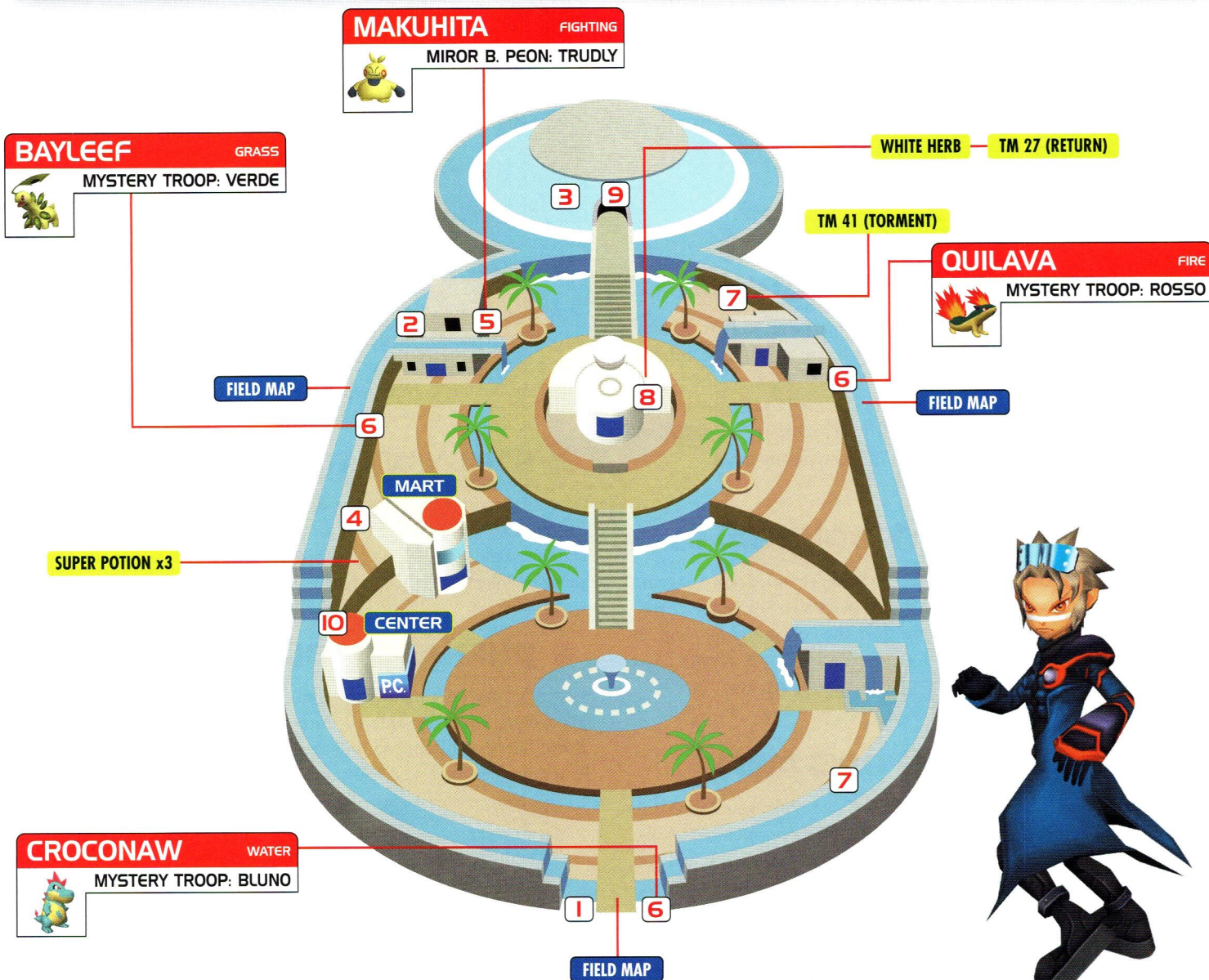
\* On sale after you receive the five free Poké Balls from the shopkeeper

\*\* On sale after you receive your first e-mail from Duking



# PHENAC CITY

The stately oasis brims with water and good cheer—in stark contrast to the wasteland outside its gates. It's also home to the first two Shadow Pokémon that you can Snag, one of which will require that you make a major choice.



## MART (FIRST FLOOR)

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL	600
ICE HEAL	250
PARALYZE HEAL	200
POTION	300
SUPER POTION	700

## MART (SECOND FLOOR)

DIRE HIT	650
GUARD SPEC.	700
X ACCURACY	950
X ATTACK	500
X DEFEND	550
X SPECIAL	350
X SPEED	350

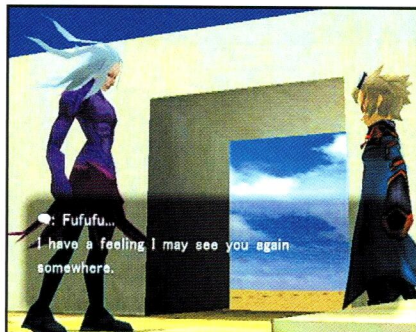
## I GAIN A SIDEKICK

When you first enter the city, you'll cross the path of two thugs trying to sneak a sack into town. One of them will battle you. Trounce his Whismur duo with Espeon's Confuse and Umbreon's Bite. After you beat him, the thugs will drop the sack and run off. Open it to rescue the kidnapped girl inside—she'll join your team as a sidekick.



## 2 MEET THE MAYOR

Check in with Mayor Es Cade. Your new sidekick will fill him in on her recent traumas—from seeing strange Pokémon to being abducted by thugs. Es Cade will start an investigation and tell you to check out the city's Pokémon Stadium in the meantime.



When you approach the mayor's house, an eerie fellow will step outside and say a few mysterious things about your potential, then leave the city through the nearby exit.

## 3 SKIRMISH AT THE STADIUM

When you first check in at Phenac Stadium, the attendant will say that a competition is underway. Upon leaving, you'll be broadsided by Team Snagem crooks who want the Snag Machine you're carrying. One of them will battle you with his Pokémon—one of which is Koffing. Your Espeon, with its Psychic-type Confusion attack, will trump and take out the Poison-type superfast.

## 4 PROBLEM WITH poké BALLS

After your sidekick hears that you were a Snagger with Team Snagem, she'll insist that you need to have some Poké Balls. She won't let you leave Phenac City until you get some from the Pokémon Mart—or at least try to. When you learn from store patrons that it doesn't have any but the Outskirt Stand does, you'll be free to skip town.

## 5 WHEN THE MAYOR'S AWAY

When you go to the mayor's home with Poké Balls, you'll find the crime boss, Miror B., in the house. He'll flee, but crewmembers Folly and Trudly will fight. Consult the battle chart on page 4—you'll see which of your Espeon's and Umbreon's attacks are supereffective against Trudly's first two Pokémon. But Trudly has a surprise.



After you KO one of Trudly's starters, he'll replace it with Makuhita, the first Shadow Pokémon you can Snag. Weaken it, but not with Espeon's Confusion. Since the move's strong against Fighting-types, you might accidentally KO it. After you've weakened the Pokémon, lob a Snag Ball. Don't leave without the Makuhita. It's one of the few Snaggable Fighting-types.

## 6 SNAG ONE, LOSE TWO

After you've met Miror B. at the mayor's house, his three goons will go to the three city gates to prevent your exit. You need to defeat only one. Choose your opponent carefully, because your selection determines which one of three Shadow Pokémon you can Snag.



The Grass-type Bayleef, the Water-type Croconaw and the Fire-type Quilava are with their Trainers at the west, south and east gates, respectively. You can meet and Snag only one of them, so consider each type's advantages (see the battle chart on page 4) before you decide.

## 7 FRIENDLY BATTLES

Challenge the two Trainers on the east side of town to get in some early experience. If you defeat Roller Boy Kaib, found in the northeast corner, he'll give you TM 41 (Torment), which prevents an opposing Pokémon from using the same move twice in a row.

## 8 STUDY UP AT PRE GYM

Visit the lecturer to update your P★DA with the Strategy Memo (see page 16). Then chat with the Gym Leader, Justy, to start a four-Trainer battle. You'll win the White Herb if you defeat them. If you have six Pokémon, you can battle Justy and win TM 27 (Return).

## 9 PHENAC STADIUM BATTLES

After you get an earful from Cail in Pyrite Town about its local colosseum, you'll be able to enter competitions at Phenac's stadium. There's a hitch: you must register a team of six fully purified Pokémon (see page 32). You can take away great prizes if you win.

BATTLE	PRIZE
FIRST SERIES	TM 18 (RAIN DANCE)
SECOND SERIES	TM 11 (SUNNY DAY)
THIRD SERIES	TM 19 (GIGA DRAIN)
FOURTH SERIES	TM 22 (SOLARBEAM)

Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

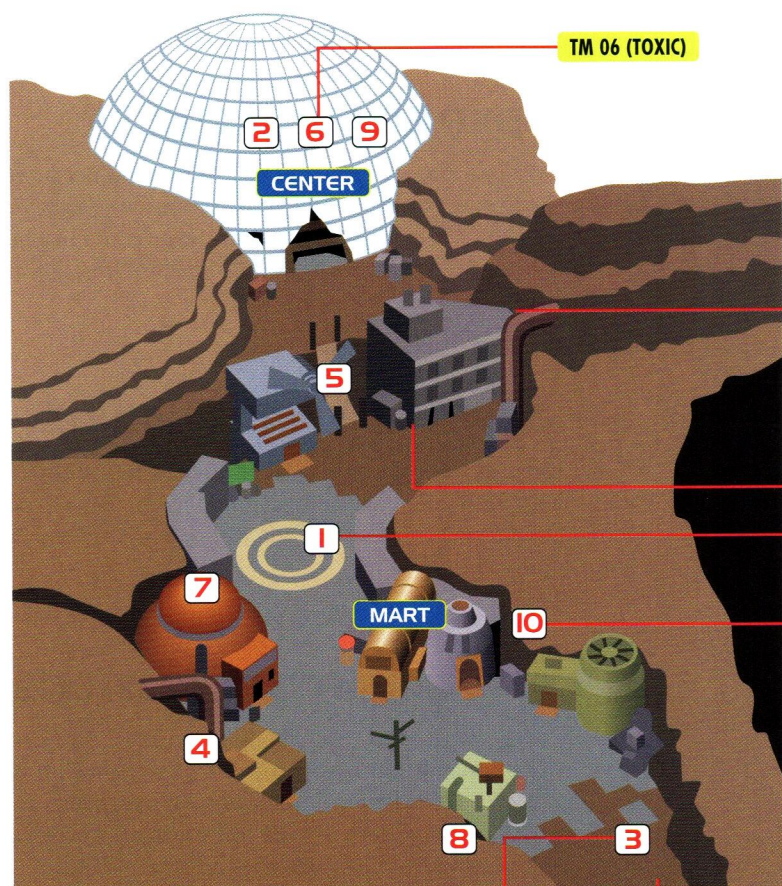
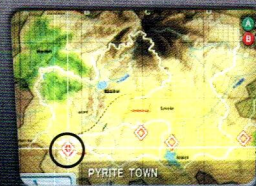
## 10 START THE GLOBAL TRADE

After you defeat the final boss (see page 40), the trading station in the Pokémon Center basement will be completed and you'll be able to trade Pokémon to a Pokémon Ruby or Sapphire Game Pak there. Trades are possible only under the following conditions:

- You've gotten the PokéNav in Ruby and Sapphire then saved at a Pokémon Center
- All Shadow Pokémon are fully purified
- Pokémon to be traded are not holding mail or an Enigma Berry
- The trade doesn't involve a Pokémon Egg

# PYRITE TOWN

With its aggressive Trainers, crumbling colosseum and abundance of Shadow Pokémon, Pyrite Town holds menace and corruption around every corner—as well as a festering problem far below its surface. Watch your back.



**FURRET** NORMAL

ROGUE: CAIL



FIELD MAP

**SKIPLOOM**

GRASS  
FLYING

RIDER: LEBBA



**SLUGMA**

FIRE

ROLLER BOY: LON



**QUAGSIRE**

WATER  
GROUND

BANDANA GUY: DIVEL



**NOCTOWL**

NORMAL  
FLYING

RIDER: NOVER



**FLAAFFY**

ELECTRIC

ST. PERFORMER: DIOGO



**MISDREAVUS**

GHOST

RIDER: VANT



## SHOP

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL	600
HYPER POTION	1,200
ICE HEAL	250
PARALYZE HEAL	200
REVIVE	1,500
SUPER POTION	700

## I DUEL SQUARE

Six of the Trainers in the town's center have a Shadow Pokémon. To raise your chance of Snag success, weaken your target with low-damage strikes. Umbreon's Bite works well—except against types vulnerable to Dark-type strikes. You can always dial up Bite's damage by using Espeon's Helping Hand. If you KO your target by accident, you can fight its Trainer again after you visit any building.



You don't need to battle any Trainers to pass through Duel Square. But you should take them on to Snag their Shadow Pokémon. The diversity of Pokémon types will strongly benefit your team's defensive potential. (Over the long run, as you purify them, you'll also gain a wide range of type-based attacks.)



## 2 STADIUM SHENANIGANS

When you first enter Pyrite Colosseum, you can't register for a competition. One's already under way. Chat up your fellow shut-out to learn that the stadium's winners are awarded a mysterious kind of Pokémon, one that recent victor Cail has received as a prize.

## 3 CAIL'S SAVAGE FURRET

Cail will barely give you the time of day when you first bump into him, but after you learn about his colosseum prize—a Furret given to him by Miror B.—he'll show it to you in battle. It's a Shadow Pokémon, of course, so practice cautious Snagging technique.

## 4 VISIT DUKING'S PAD

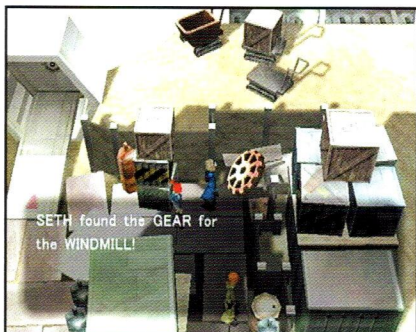
The burly Duking runs the local colosseum, but he won't be receptive to your needs when you first meet him. The bookcase in his house doubles as a secret door. Open it then visit the kids in the hideout. Leave them and return to Duking to stumble upon a hostile scene.



You'll catch Duking's friend, Silva, chewing him out for letting the town's colosseum go to seed. After Silva runs off, you'll be left with Duking, who'll be just as disinterested in your presence as before.

## 5 ILL TIDINGS IN THE WIND

After you've witnessed Silva's bitter argument with Duking, you'll cross the scene of a crime when you next pass the windmill. When you step inside, the windmill operator will explain that Silva has sabotaged the station, which generates the colosseum's power, by stealing a Gear. The operator will ask you to hunt down the stolen item.



Coincidentally, the colosseum was ready to accept new competitors when its power went out. You'll need to fetch the Gear from the back corner of the Construction Lot (between Phenac and Pyrite), then return to the windmill with it. Duking will be visiting the operator. Place the Gear in the missing slot to restore power—and gain Duking's trust. He'll give you a vital mission.

## 6 A COLOSSAL UPSET

After you restore power to Pyrite Colosseum, you can enter a competition. You'll need to defeat four Trainers in a row to come out on top and win TM 06 (Toxic) and a big cash prize. You can circulate all six of your teammates through the Double Battles—they'll all be refreshed after each round. The Trainers use a diverse array of Pokémon types; the Shadow Pokémon move, Shadow Rush, will cut through the confusion, because the attack hits all types equally well.

## 7 SUPER GRAND HOTEL

If you're within a stone's throw of Duel Square and need a refresher between battles, the Super Grand Hotel serves as a handy rest stop. The convenience will cost you 100 credits. If you're not in a hurry, use Pyrite Colosseum's Pokémon Restoring Machine instead and save your cash.

## 8 CONSULT A SMART COOKIE

Should you ever lose your way in your quest, visit Fateen's fortune-telling shop. She'll often have a prediction for you that will point you in the right direction. Her service is free of charge, so consult the psychic as often as you need to.

## 9 COLOSSEUM COMPETITIONS

After you've shattered Miror B.'s hold on Pyrite Town, you can register for Pyrite Colosseum battles. Competitors tend to fight with Pokémon that are at or just above Level 50. You'll need to have a mighty team to beat down the four Trainers and claim the top spot. You can use your whole team in battles; they'll be refreshed after each round.

BATTLE	PRIZE
FIRST SERIES	TM 01 (FOCUS PUNCH)
SECOND SERIES	TM 07 (HAIL)
THIRD SERIES	TM 05 (ROAR)
FOURTH SERIES	TM 31 (BRICK BREAK)

Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

## 10 THE SHORT ARM OF THE LAW

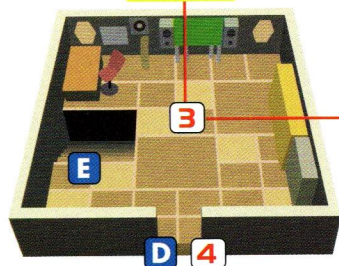
Chief Sherles and his deputy, Johnson, keep an eye on Pyrite Town, though they don't seem nearly as effective as you are at discovering problems afoot. The most useful thing about the police station is its PC. After you defeat Miror B., you'll find the Jail Key on the desk near one cell. Inside the north cell is TM 46 (Thief); unlock the door and grab it. Enter the south cell and pickpocket the sleeping prisoner to get the Elevator Key.

# PYRITE BUILDING

The Shadow Pokémon trail leads to a derelict building in Pyrite Town. After you prove that you're worthy, you'll be escorted into the thick of a creepy plot, one that's driven by a local crime boss who's hiding in Pyrite's shadows.



EIN FILE S

**REMORAID**

WATER

MIRROR B. PEON: REATH

**MANTINE**WATER  
FLYING

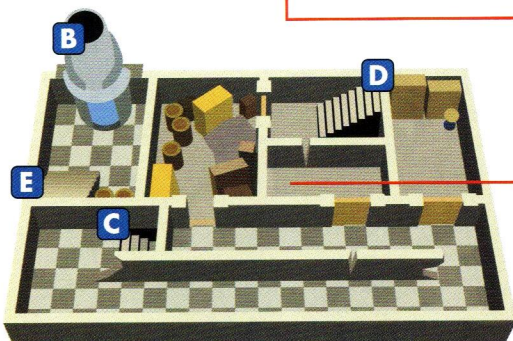
MIRROR B. PEON: FERMA

**QWILFISH**WATER  
POISON

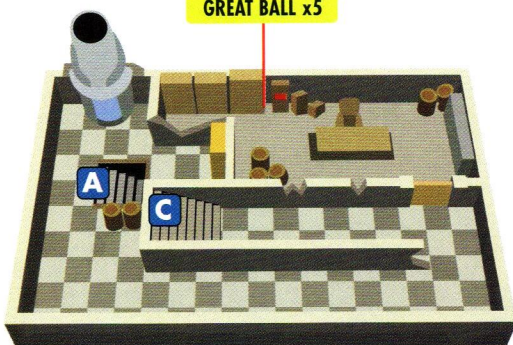
HUNTER: DOKEN



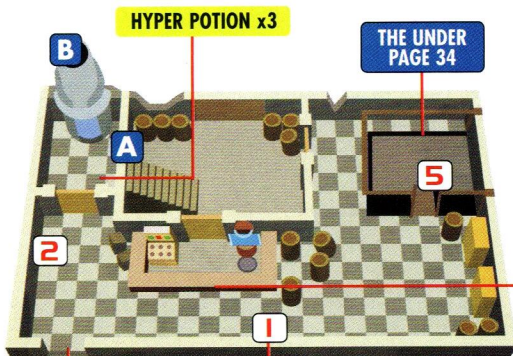
REVIVE



GREAT BALL x5



HYPER POTION x3

THE UNDER  
PAGE 34PYRITE TOWN  
PAGE 27

EIN FILE H

**YANMA**BUG  
FLYING

CIPHER PEON: NORE



## 1 TO THE VICTOR...

After you win the colosseum competition, a thug on the bridge will lead you into the Pyrite Building then battle you when he realizes who you are. Defeat him to discover Pyrite's secret shame from Duking, who bursts upon the scene. Get info-heavy Ein File H from the table before you leave.

## 2 ONE-WAY TRIP

You can't open the elevator-room door from the lobby. You can exit it only after you take the elevator down. The door will close behind you, so you'll need to take the long way back up to the roof.

## 3 PENTHOUSE SHOWDOWN

Two Mirror B. grunts have Silva in captivity. One of their Shadow Pokémon—the lower-level Remoraid—presents a Snagging complication: your higher-level Pokémon will likely KO it with direct attacks, so erode its health slowly with status effects instead. After you defeat the grunts, you can learn more from Silva and Ein File S on the table. Mirror B. will also pop in with a challenge: meet him in the cave.

## 4 THE CAVE ENTRANCE

When you first approach the penthouse door, one of Mirror B.'s goons will block the nearby rooftop cave entrance. After you save Silva then approach the cave, the goon will fight you. Once you've Snagged his Qwilfish and defeated his team, return to the building lobby and save. You'll have to battle a long way through the cave to reach the next PC.

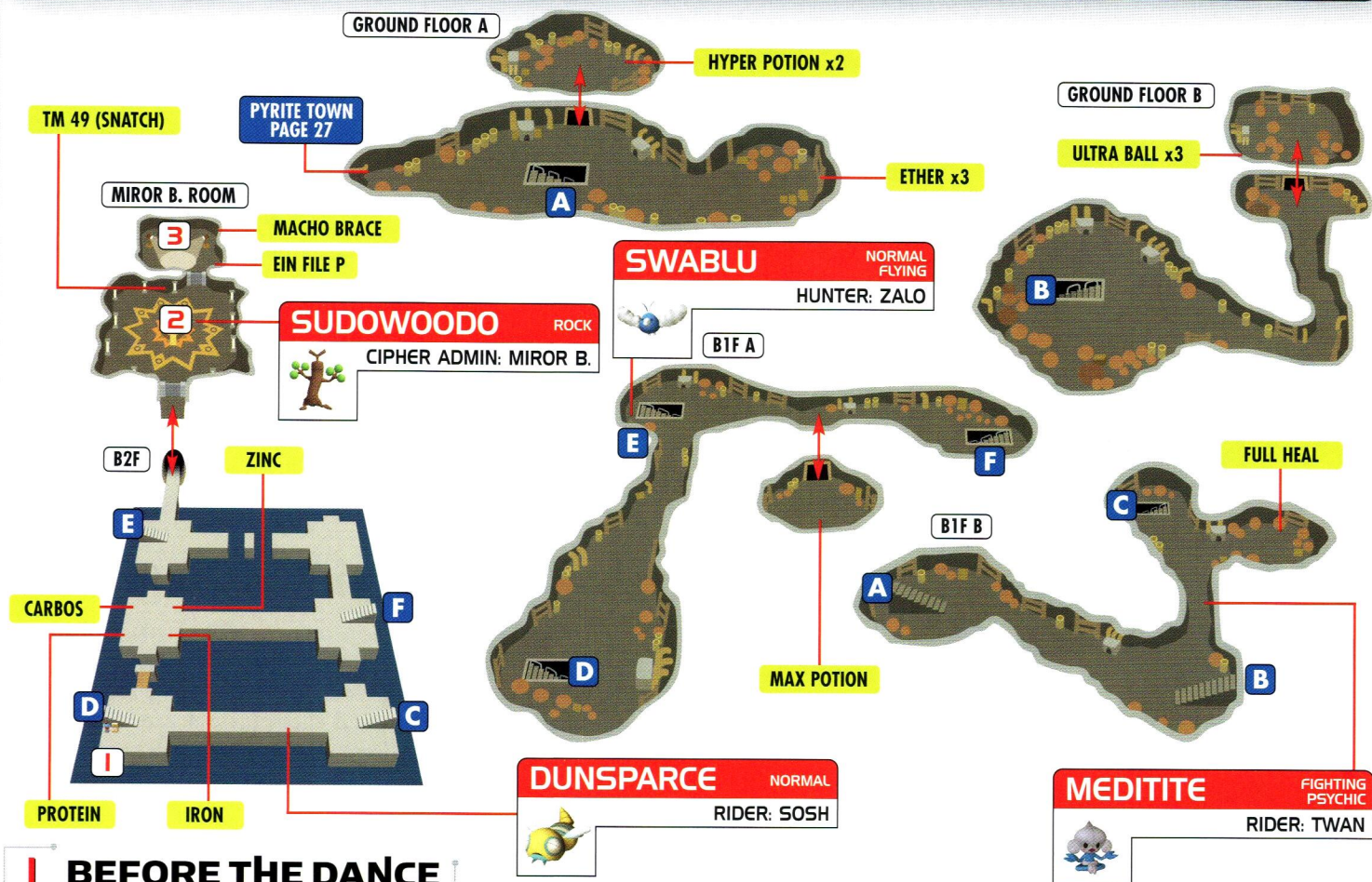
## 5 ELEVATOR TO THE UNDER

Once you possess the Elevator Key (see page 28), you'll be able to open the freight elevator and take it down to The Under. You'll need to battle the guard in front of the elevator each time you approach.



# PYRITE CAVE

The bizarre Miror B. waits deep within the caves. You'll need to break through a challenging series of Trainers to reach him then outdazzle the crime boss in battle to shut down his plan—and Snag his formidable Shadow Pokémon.



## I BEFORE THE DANCE

To reach Miror B., you'll need to battle through a long labyrinth. If your team is worn out, take advantage of the Pokémon Restoring Machine and PC in the final stretch that leads to the boss.

## 2 BRING DOWN MIROR B.

Mirror B. will be expecting you, and the eccentric boss will wait on a raised platform for you to speak with him. He'll blabber about how little chance you have of beating him—ruin his delusional party.

## 3 PLUSLE—PLUS MORE

After you defeat Miror B., enter the back room and collect the items. Then talk to Plusle. You'll be whisked off to Duking's office for a cut scene in which you get the Electric-type Pokémon. Afterward, leave town to get a push in the right direction from Fateen. (It adds Agate Village to your map.)



## BOSS: MIROR B.

Mirror B. has crafted a hard-to-breach team that contains four Ludicolo. They'll use Rain Dance to start a downpour, which turns on their Rain Dish ability—they'll gain HP from rain every turn. If a Ludicolo strikes one of your Pokémon with Leech Seed, swap it out to stop its HP-siphoning effect. To raise your chances of Snagging Miror B.'s Sudowoodo, avoid striking with Water-, Grass-, Fighting- or Ground-type attacks. They're all supereffective against the Rock-type Pokémon, and you don't want to KO it by accident.

SUDOWOODO LEVEL 35 ROCK			
LUDICOLO ♂	LEVEL 29	WATER-GRASS	
LUDICOLO ♀	LEVEL 30	WATER-GRASS	
LUDICOLO ♀	LEVEL 28	WATER-GRASS	
LUDICOLO ♂	LEVEL 31	WATER-GRASS	



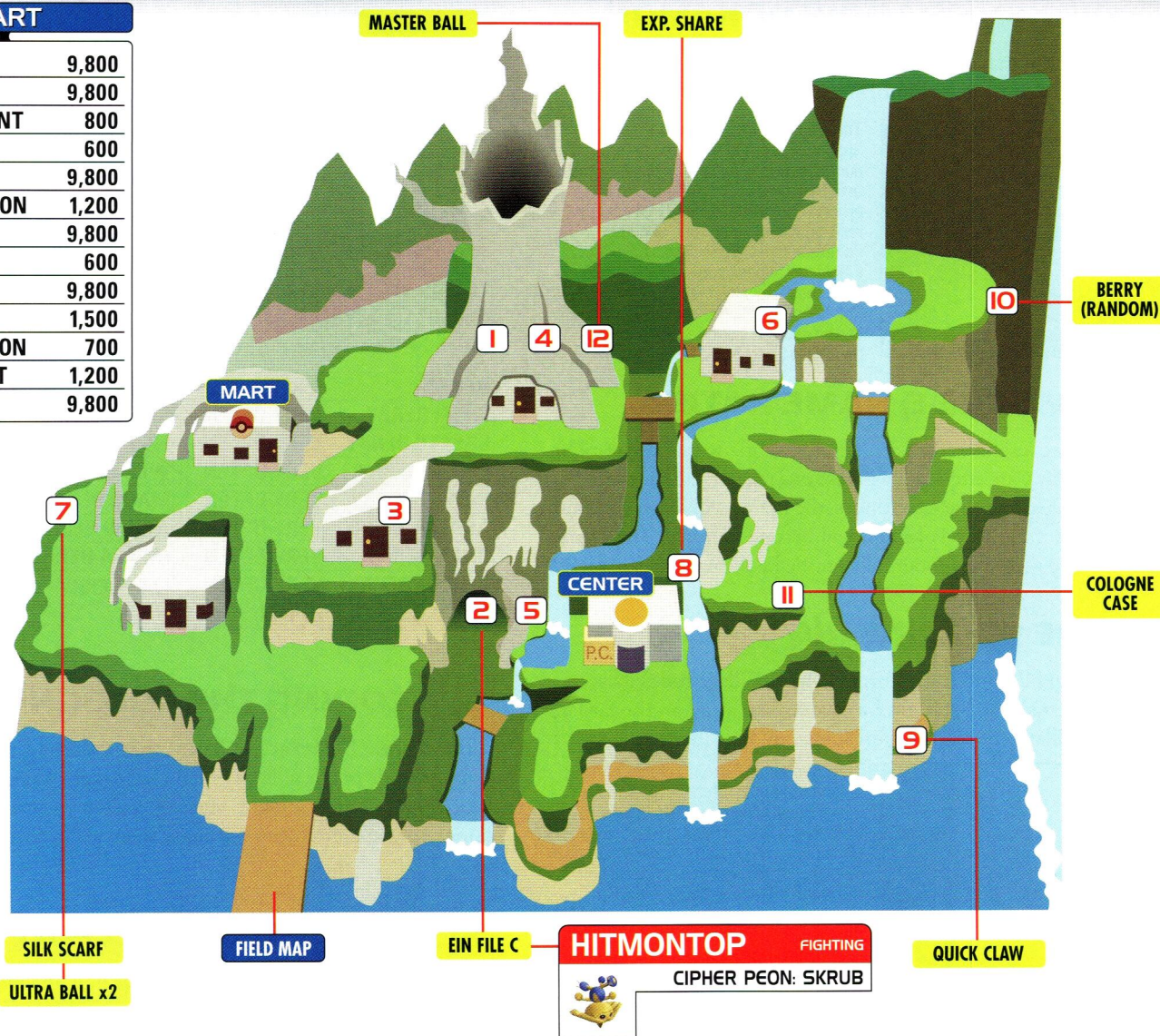
# AGATE VILLAGE

The wisdom of the ages crystallizes among Agate's elderly citizens. The village also hides a relic that's the key to purifying Shadow Pokémon fully—and the enemy wants to destroy it. Agate Village holds many resources. Use them often.



## MART

CALCIUM	9,800
CARBOS	9,800
EXCITE SCENT	800
FULL HEAL	600
HP UP	9,800
HYPER POTION	1,200
IRON	9,800
JOY SCENT	600
PROTEIN	9,800
REVIVE	1,500
SUPER POTION	700
VIVID SCENT	1,200
ZINC	9,800



## 1 ANCIENT WISDOM

Visit your sidekick's grandparents, who live in Agate's giant tree. As she chats with Eagun, her grandfather, a local will burst in with news that outsiders have broken into Relic Forest—Eagun will dash out.

## 2 RELIC FOREST

Battle through the three thugs in the forest tunnel to reach Eagun. You'll need to help Eagun defeat Skrub, who's come to destroy the Relic Stone. When you beat him, he'll run off and Eagun will take you to his home to discuss the relic. Return to the forest after you leave Eagun to collect Ein File C, which Skrub dropped.

## 3 THE LOWDOWN ON CELEBI

After you save Eagun and the Relic Stone, he'll ask you to look up Senilor, who may know something about the relic and its relation to legendary Pokémon Celebi. When you speak with Senilor, he'll fill you in on the relic's power over Shadow Pokémon and provide valuable information about Time Flutes, which can bring Celebi to the Relic Forest.



## 4 CRACKING AGATE'S SECRETS

After you've heard Senilor's relic-related outpouring, return to Eagun's home. He'll give you the Small Tablet, which reveals more secrets about the relic and lets you tap into the relic's purifying power. As you leave Eagun, you'll get an e-mail from Duking about dark deeds at Mt. Battle. The location will then appear on the map.

## 5 PURIFY SHADOW POKÉMON

With Small Tablet in hand, you'll understand the Relic Stone's purpose: it completes the final stage of purifying a Shadow Pokémon. Use it.



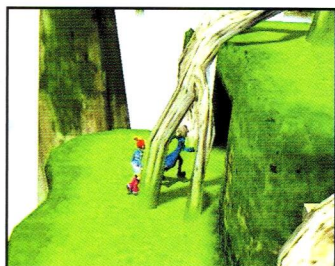
The relic will glow when you have a Shadow Pokémon that's ready for final purification (see page 19). Approach the relic then press A to complete the process. If you play a Time Flute at the relic, you must select one Shadow Pokémon to receive a powerful effect: Celebi will appear, purge all the purple from the recipient's meter, purify the Pokémon, then vanish again. A Time Flute can be used only once, so choose the beneficiary carefully.

## 6 DAY CARE & NAME RATER

You'll find two useful services in the house in Agate's upper-right corner. The Day Care attendant will take one regular or Shadow Pokémon. The longer your quest continues, the more a Pokémon will gain experience or a Shadow Pokémon will become purified. The Name Rater will help you change your fully purified Pokémon's nickname.

## 7 SIDE SPELUNKING

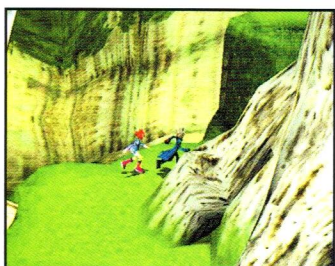
With its steep hills and sharp corners, Agate Village hides its secret spots and items well. You'll find a cave tucked away on the far left side of the village. Enter it to gain some fantastic items.



The cave's location isn't obvious. Walk behind the outstretched roots to discover the entrance, then go inside to claim the Silk Scarf and two Ultra Balls. (After you get Duking's e-mail—see tip 4 above—the Outskirt Stand will sell the highly effective Ultra Balls. Go there and stock up before you go to Mt. Battle. There's some tough Snagging in upcoming areas.)

## 8 SHARE THE WEALTH

You can find a rare Exp. Share in one of Agate Village's crannies. When a Pokémon holds the item, it'll siphon a share of experience from battle even when it doesn't participate—and a larger share if it does.



Walk behind Eagun's tree. You'll find that you can pass to the other side, where a steep path leads down to where the Exp. Share is hidden.

## 9 QUICK DETOUR

Agate Village has lots of great items lying around, such as the Quick Claw, which is stashed along the waterfront. When a Pokémon holds the item, it will sometimes strike first, even if its Speed is awful.



To reach the waterfront, you'll need to traipse down the slope that's to the left of the Pokémon Center. The slope is hard to see, but you can catch a glimpse of its upper edge. Descend, then run right along the waterfront to reach the Quick Claw.

## 10 BERRY DELIVERY

Visit the elderly man who's always on the ledge that overlooks the right side of Agate Village. His Taillow often brings him a random berry, which he'll give to you. Check in with him often.

BERRY	RATE
CHERI BERRY	VERY OFTEN
CHESTO BERRY	VERY OFTEN
PECHA BERRY	VERY OFTEN
RAWST BERRY	VERY OFTEN
ASPEAR BERRY	VERY OFTEN
ORAN BERRY	VERY OFTEN
PERSIM BERRY	VERY OFTEN
LEPPA BERRY	OFTEN

BERRY	RATE
SITRUS BERRY	RARELY
FIGY BERRY	RARELY
WIKI BERRY	RARELY
MAGO BERRY	RARELY
AGUAV BERRY	RARELY
IAPAPA BERRY	RARELY
LUM BERRY	VERY RARELY

## 11 SCORING THE COLOGNE CASE

After you beat Dakim at Mt. Battle, chat with the girl near the roots on the right side of the village. She'll give you the Cologne Case. You can keep the purifying Cologne Massage scents (see page 20) in the container, so you'll be able to purchase them at the local Pokémon Mart.

## 12 THE MASTER BALL—AT LAST

Every ambitious Trainer needs a Master Ball, the most powerful kind of Poké Ball. With it, you'll be guaranteed success of Snagging a Pokémon. You can get one from Eagun after he sends you an e-mail during your Realgam Tower adventures.



## MT. BATTLE

With 100 platforms and 100 battles, Mt. Battle puts aspiring Trainers to an endurance test unlike any other. Unfortunately, you'll need to clean out criminals and their hot-tempered leader before you can scale its heights.



## CLASH OF THE TITANS

A hulking Trainer, Dakim, has seized control of the first 10 steps. You must defeat his nine grunts before you have a shot at him. Before you battle Dakim, return to the Mt. Battle entrance and save at the PC. Revert to your save file if you fail to Snag Entei. After you defeat Dakim, he'll run away, leaving the F-Disk behind.

## ORRE EXCURSIONS

When you chase off Dakim, he'll also leave his captive behind. Vander, the Mt. Battle Area Leader, will give you what Dakim was searching for—the Time Flute (see tip 5 on page 32). He'll take you back to the Mt. Battle entrance, where you can collect TM 47 (Steel Wing). You must then go on a few excursions around Orre:

- First visit Eagun in Agate. Ignore his advice to use the Time Flute immediately, unless you have a worthy Shadow Pokémon to purify, such as Entei.
- Next, visit the Mystery Lab, which will then appear on the map. You can't get past its laser fence, but you can collect three Revives hidden behind the back-right fence post. You'll get an e-mail from Duking. Read it to learn of your next destination.
- Go to the police station in Pyrite Town and give Sherles your P★DA number. Use the Jail Key to open the southeast cell, then pickpocket the Elevator Key from the sleeping prisoner. (You'll then be able to take the Pyrite Building elevator down to The Under.)

## THE MOVE DELETER

Orre's only Move Deleter is always available in the Mt. Battle registration entrance. Speak to the elderly fellow with the cane, then choose a Pokémon whose move you want to eliminate. He'll delete your teammate's move.



### BOSS: DAKIM

Dakim's strategy focuses on the Earthquake attack, which strikes both your Pokémon and his attacker's partner with Ground-type damage. The partner, if it has Protect, will use the move to shield itself from the strike. Defensively, bring in Flying-types; they'll suffer no damage from Ground-type attacks. Offensively, inflict status conditions to slow down Dakim's assault or to afflict his team with residual damage. The legendary Fire-type, Entei, is *quite* a prize, so give it a Sleep condition, then hurl out the Ultra Balls.

#### ENTEI

FIRE



CIPHER ADMIN: DAKIM

F-DISK

TIME FLUTE

TM 47 (STEEL WING)

ENTEI	LEVEL 40	FIRE
METANG	LEVEL 37	STEEL-PSYCHIC
MARSHTOMP ♂	LEVEL 36	WATER-GROUND
GOLEM ♀	LEVEL 38	ROCK-GROUND
CAMERUPT ♂	LEVEL 38	FIRE-GROUND



## BACK TO MT. BATTLE

By the time you've gained the Elevator Key, Mt. Battle will be back in business. You can proceed through the 100-Trainer battle in 10-step areas. At the end of each area, you'll get a Poké Coupon reward, then be able to transport off the mountain and later resume your ascent at the beginning of the area where you left off. You'll also gain experience along the way, which makes Mt. Battle a great place to go when you need to level up Pokémon in a hurry. You can use your Poké Coupons to buy plenty of valuable items.

AREA	COUPON
1	100
2	200
3	400
4	600
5	800
6	800
7	900
8	900
9	1,000
10	1,200

PRIZE	COUPON
APICOT BERRY	15,000
BRIGHTPOWDER	10,000
CHOICE BAND	10,000
FOCUS BAND	10,000
TM 13 (ICE BEAM)	4,000
TM 24 (THUNDERBOLT)	4,000
TM 29 (PSYCHIC)	3,500
TM 32 (DOUBLE TEAM)	1,500
TM 35 (FLAMETHROWER)	4,000
GANLON BERRY	15,000
KING'S ROCK	10,000
LEFTOVERS	10,000
MENTAL HERB	8,000
PETAYA BERRY	15,000
QUICK CLAW	10,000
SALAC BERRY	15,000
SCOPE LENS	10,000
WHITE HERB	8,000

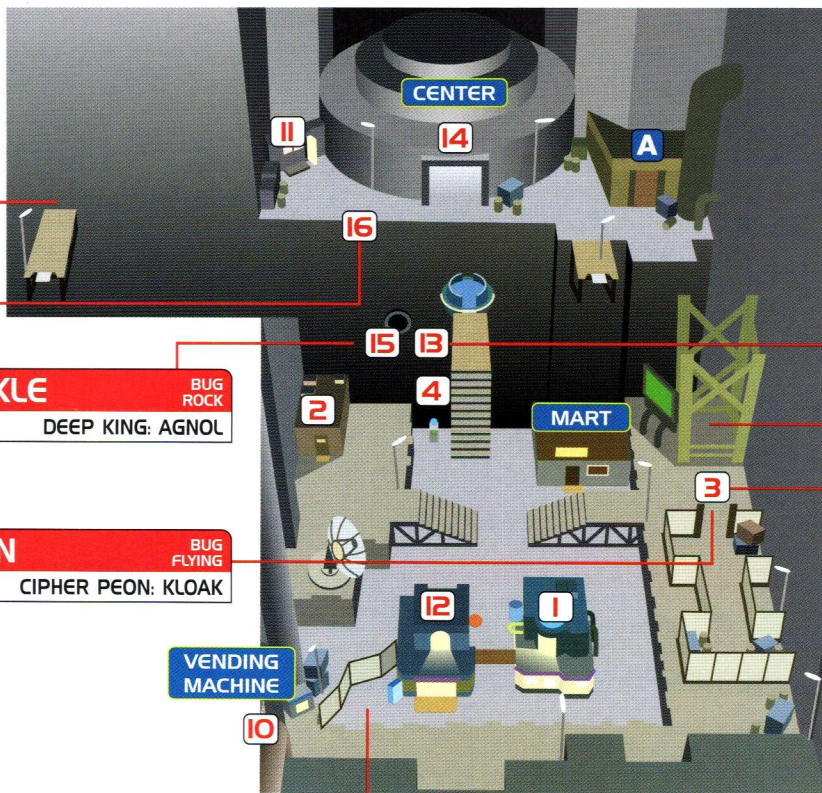


# THE UNDER

Deep below the surface of Orre, The Under shelters a mysterious community within an abandoned mining town where Shadow Pokémon aren't contraband—they're commonplace. Mine the area for its secrets and chase out its conspirators.



THE UNDER



AMULET COIN

L-DISK

**SHUCKLE**

DEEP KING: AGNOL

**LEDIAN**

CIPHER PEON: KLOAK

VENDING MACHINE

LAB BASEMENT (SEE PAGE 37)

HYPER POTION x3

MAINGATE KEY

SUBWAY STOP AT LAB

U-DISK

SUBWAY STOP IN THE UNDER

BLACKGLASSES

STORAGE ROOM

TIMER BALL x2

MAX POTION x2

TIME FLUTE

PYRITE BLDG  
PAGE 29

R-DISK

**GLUGAR**

GROUND FLYING

HUNTER: FRENA

STAIRWAY

**STANTLER**

NORMAL

CHASER: LIAKS

**SNEASEL**

DARK ICE

RIDER: NELIS

SUBWAY KEY

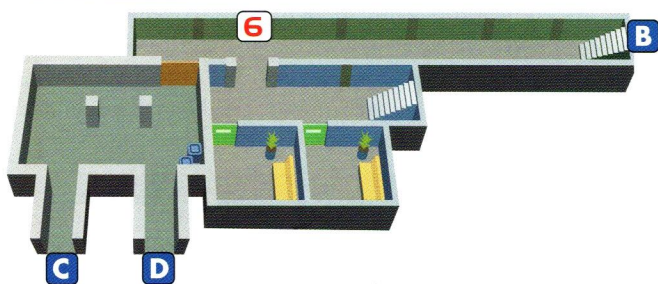
ULTRA BALL x4

**PILOSWINE**

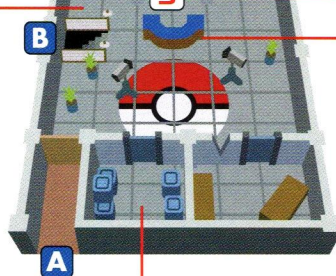
ICE GROUND

BODYBUILDER: LONIA

## STUDIO BASEMENT



## STUDIO

TM 45  
(ATTRACT)

RARE CANDY x3

## SUICUNE

WATER

CIPHER ADMIN: VENUS



EIN FILE F

## 1 THE JUNK IN THE UNDER

When you first enter, pause under the giant TV screen to see Venus for the first time, then head to the hotel in the southwest to use its skybridge to reach the Junk Shop. Go to its basement to meet Perr, a kid who'll give you the Powerup Part for the Kids Grid.

## 2 THE TECHNO-REBELS

Head to Nett's house; it's the one near the satellite dish. Show the Powerup Part to the boy outside. He'll take you into the house. Hand the part to Nett, who will explain his role in the Kids Grid.

## 3 INFILTRATOR—CAPTURED!

As you leave Nett's house, you'll hear a skirmish near The Under's elevator. Two thugs have captured Silva and locked him up. After you defeat them, he'll pass the R-Disk to you from his cell.

## 4 RIDE THE UFO TO VENUS

The Under's UFO travels only a short distance and in only five short directions. Plug the R-Disk into the nearby console, then ride the UFO to Venus's TV studio to confront the crime boss.

## 5 SHUT DOWN HER SHOW

When you interrupt preparations for Venus's next broadcast, she'll realize who you are then attack you with her team. After you defeat her, she'll flee down the nearby stairs. Note: Save at a PC before you enter Venus's studio. If you fail to Snag her Suicune, a difficult Shadow Pokémon to catch, you can resume your game before the battle and try again.

## 6 USEFUL SHORTCUT

The studio shares a basement with the colosseum. Unlock the basement door (possible only from the studio side) to open a quick shortcut to the colosseum's PC and Pokémon Restoring Machine.

## MART

FULL HEAL	600
FULL RESTORE	3,000
HYPER POTION	1,200
MAX POTION	2,500
REVIVE	1,500
TM 10 (HIDDEN POWER)	3,000
TM 14 (BLIZZARD)	5,500
TM 15 (HYPER BEAM)	7,500
TM 16 (LIGHT SCREEN)	3,000
TM 17 (PROTECT)	3,000
TM 20 (SAFEGUARD)	3,000
TM 25 (THUNDER)	5,500
TM 33 (REFLECT)	3,000
TM 38 (FIRE BLAST)	5,500

## SHOP

ENERGY ROOT	800
ENERGYPOWDER	500
HEAL POWDER	450
REVIVAL HERB	2,800

## VENDING MACHINE

FRESH WATER	200
LEMONADE	350
SODA POP	300



## BOSS: VENUS

Some of Venus's Pokémon can use the Attract move. If one of your teammates is smitten with Attract, it will be unable to use its moves much of the time, so swap it out to cancel the effect. Venus's Steelix is the hardest to KO. Reduce its potential by playing Pokémon types that are resistant or immune to Ground-type attacks (see the battle chart on page 4). Set up your Suicune Snag by slapping it with a Sleep condition then eroding its HP slowly (don't use Electric- or Grass-type attacks) to avoid KO'ing it.

SUICUNE	LEVEL 40	WATER
DELICATTY ♀	LEVEL 45	NORMAL
VILEPLUME ♀	LEVEL 44	GRASS-POISON
BANETTE ♂	LEVEL 45	GHOST
STEELIX ♂	LEVEL 45	STEEL-GROUND



## 7 THE CHASE SCENE

When Venus flees The Under, she'll take the elevator down to the subway. You'll need to take the long way down, running down the stairs and battling four of her bodyguards along the way. Each has a great Shadow Pokémon—Snag 'em all.

## 8 ALL THE WAY DOWN THE LINE

Venus is using the old rail as an easy way to get to a distant laboratory. When you chase Venus to and then through the Shadow Liner, she'll elude you but drop the Subway Key under the subway entrance sign. With it, you can drive the Shadow Liner to the lab.

## 9 TOO CLOSE FOR COMFORT

After you reach the lab stop on the subway line, you'll encounter two thugs who will resort to drastic measures to prevent you from entering the lab. You'll need to retreat to The Under via the subway. Before you leave, take the Maingate Key from the basement.

## 10 THE VENDING MACHINE

You can get the best curative deals in Orre from a vending machine on the upper southwest ledge in The Under. Load up on the beverages soon after you enter The Under to cope with all of the battles, then again before you leave, since they're such good deals.

## 11 BETTER OR BITTER?

The Herb Shop sells concoctions that have effects similar to some rare or expensive items found elsewhere. For instance, Revival Herb has the same power as the extremely rare Max Revive. Stock up, but beware: it's all bitter medicine, so your Pokémon will like you less (see page 21) each time you give it one of the items.

## 12 THE UNDER GRAND HOTEL

If you thought the Pyrite Town hotel was expensive, you haven't splurged on a 1,000-credit room in The Under. After you pony up the cash, your team's health will be restored. To avoid the steep price, take the UFO to Under Colosseum and use the Pokémon Restoring Machine.

## 13 FIVE-DIRECTION UFO

A levitating transport—the UFO—will move you in one of five directions, depending on which disk you feed into the nearby console. You'll get a few disks early in your travels and obtain the remaining ones later. Exploit the UFO to its fullest.

DISK	DESTINATION
F-DISK	UNDER COLOSSEUM
R-DISK	TV STUDIO
U-DISK	SECRET ROOM WITH TIME FLUTE
D-DISK	DEEP COLOSSEUM
L-DISK	LEDGE WITH AMULET COIN

## 14 UNDER COLOSSEUM

After you gain the Maingate Key, the colosseum will be ready for normal battles. Its competitors tend to fight with Pokémon that are between Level 50 and Level 60. You'll need to bulldoze through four Trainers to claim the top spot, but you can draw upon your whole team. They'll be refreshed after each round. Unlike in Battle mode's colosseums, you'll gain experience from your victories.

BATTLE	PRIZE
FIRST SERIES	TM 37 (SANDSTORM)
SECOND SERIES	TM 36 (SLUDGE BOMB)
THIRD SERIES	TM 30 (SHADOW BALL)
FOURTH SERIES	TM 23 (IRON TAIL)

Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

## 15 DEEP COLOSSEUM

After you get the D-Disk (see page 41), you'll be able to take the UFO to a second colosseum, buried below The Under. It's full of surprises, including a frightening Trainer known as Deep King. To reach him, you'll need to survive many battle series and take on crime bosses that have axes to grind. Competitors tend to use Pokémon at Level 60 and above. Though criminals pack the battle ranks, the rules are standard—they're the same as Under Colosseum's.



There's another great reason to travel down to Deep Colosseum. At its entrance are the Steel Teeth—gross but true. Return the teeth to the old man outside Under Colosseum.

BATTLE	PRIZE
FIRST SERIES	TM 12 (TAUNT)
SECOND SERIES	TM 48 (SKILL SWAP)
THIRD SERIES	TM 44 (REST)
FOURTH SERIES	TM 02 (DRAGON CLAW)

Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

## 16 LONG ROAD TO RICHES

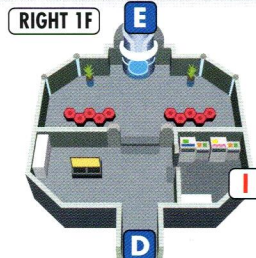
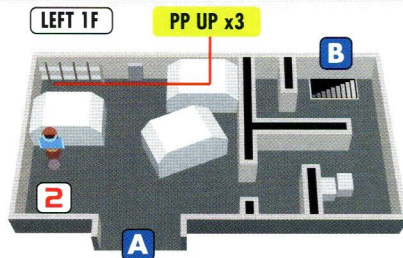
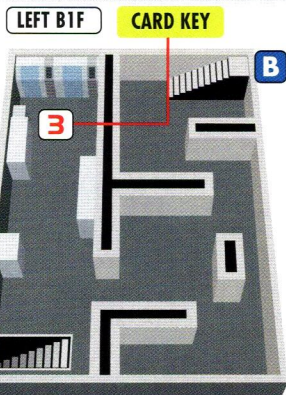
An old man next to Under Colosseum will yammer nonsensically every time you meet him. If you have his lost Steel Teeth, however, he'll pop them into his mouth then thank you with a profitable gift: the L-Disk. Use it to ride the UFO to the left ledge, where you can collect the Amulet Coin. If a Pokémon that's holding the Amulet Coin joins the field in battle, you'll receive double the prize money from a victory.

# SHADOW POKÉMON LAB

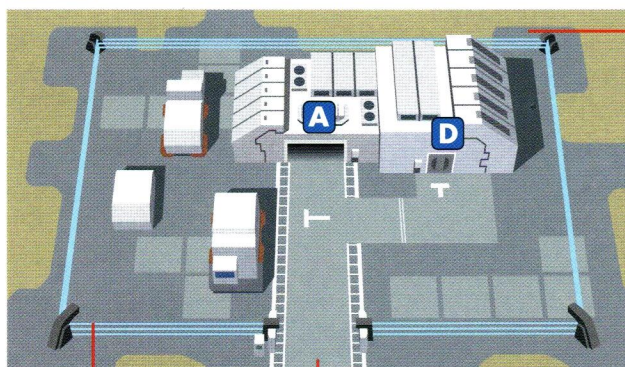
The purpose of an anonymous desert laboratory soon becomes crystal clear: it's the source of Shadow Pokémon. Inside, a mad scientist and his researchers are steeled for battle. Calculate your lab attack then purge the brainiacs from its sterile halls.



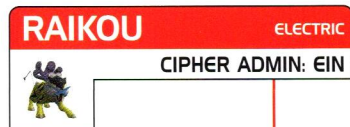
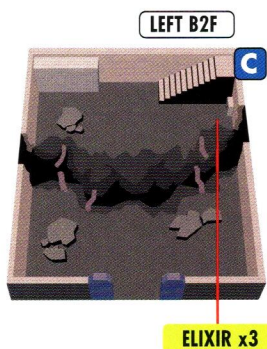
**X** Potential DNA Sample



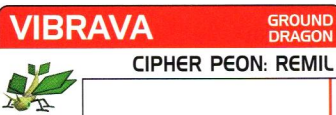
OUTSIDE



REVIVE

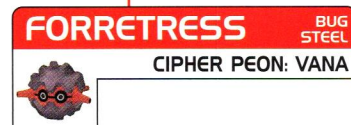
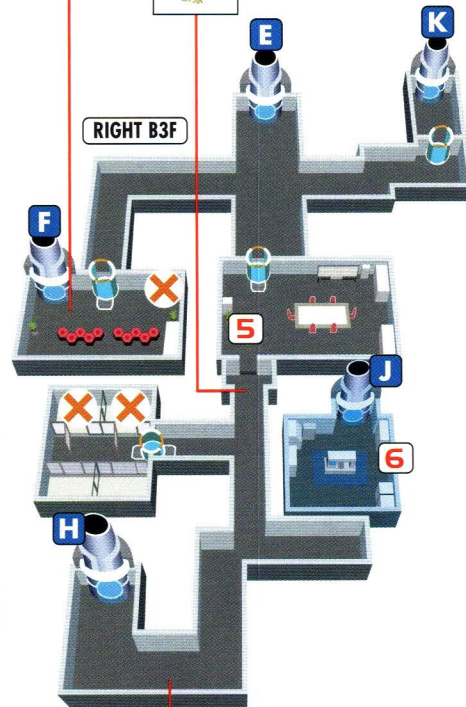
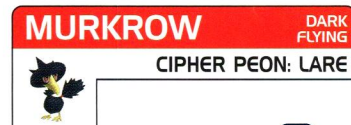
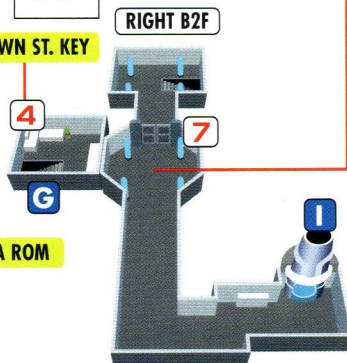
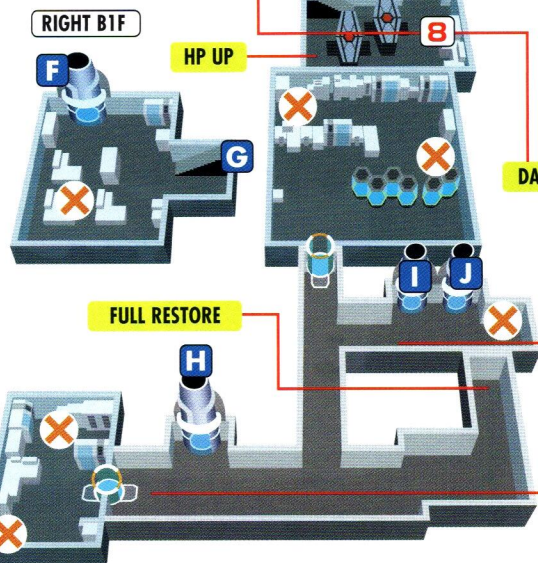


TM 26 (EARTHQUAKE)



DOWN ST. KEY

DATA ROM



## 1 BREAKING THE BARRIER

Once you have the Maingate Key, you can get past the lab's laser barrier. Enter the main door on the right. You can't unlock the foyer door inside without the Card Key—getting it requires a long detour.



To open the path to the part of the lab where the Card Key is, you'll need to open the shuttered door to the left of the main lab entrance—the switch is to the right of the locked door.

## 2 THE ONLY PC FOR MILES

The lab has lots of computers, but only one PC. If you're serious about Snagging every Shadow Pokémon—and there are many in the lab—backtrack to the PC every time you catch one. If you fail to Snag a target, resume your game from your last save point.

## 3 COLLECT THE CARD KEY

Researchers abound in the lab. They tend to battle with Electric- or Steel-types. After you defeat the researcher near the destroyed basement, collect the Card Key on the floor.

## 4 RESTRICTED ACCESS

To enter the most secret lab section, you'll need the Down St. Key. You'll find it on the desk near a scrappy scientist, who'll try to prevent your intrusion by attacking you with his Pokémon team.

## 5 DOWNWARD SPIRAL

You'll need to find three DNA Samples that are scattered around the lab complex. Each one might be in any of nine locations (marked with Xs on the map). Each time you play through Story mode, the exact DNA Samples and their locations will be different, so you'll need to scour every corner of the lab.

## 6 DNA ANALYSIS

When you have all three DNA Samples, take them to the analysis room. Walk up to the blue control panel, then press the A Button to discover what kind of Pokémon DNA is in the sample. You'll need to know which three Pokémon were revealed to unlock the gate in the lab's final stretch.

## 7 THE GENETIC CODE

The final locked door requires you to select three Pokémon from the nine shown on the code panel. Enter the three Pokémon whose DNA you collected—any order will work. After you go through the door, you'll be confronted by Skrub—you last battled him at the Relic Stone and he now demands a rematch. If you failed to Snag his Hitmontop then, this is your chance.



BAYLEEF



CROCONAW



QUILAVA



ENTEI



RAIKOU



SUICUNE



SUDOWOODO



MISDREAVUS



MIGHTYENA

## 8 OUT FROM THE SHADOWS

Ein is the wicked genius who's been creating the Shadow Pokémon. After you stomp the madman, he'll yammer a few juicy details about the larger scheme of things then take flight. Grab the Data ROM from the nearby counter, go to The Under and give the data to Nett. He'll have bad news—and a little good news.



### BOSS: EIN

The crux of Ein's strategy is to shift the battle in his favor with Rain Dance. Miror B. used the move in Pyrite Cave, and Ein milks it for a greater advantage than just amping up his Water-type strikes. Raikou's crippling Thunder attack normally has a chance of failure, but in a rainstorm, Raikou will always hit your Pokémon with it. Bring Ground-type Pokémon into play; they're immune to the Electric-type attack. Save your game before you battle Ein; if you fail to Snag Raikou, restart from your save point.

<b>RAIKOU</b>	<b>LEVEL 40</b>	<b>ELECTRIC</b>
LANTURN ♀	LEVEL 47	WATER-ELECTRIC
ALTARIA ♀	LEVEL 46	DRAGON-FLYING
HUNTAIL ♂	LEVEL 47	WATER
GOLBAT ♂	LEVEL 48	POISON-FLYING



# REALGAM TOWER

The ambitious project at the construction site has finally been completed. It's the most spectacular colosseum ever built—and a hive of criminal activity. You'll Snag some of the most powerful Shadow Pokémon in Orre along the way to bringing down the conspiracy.

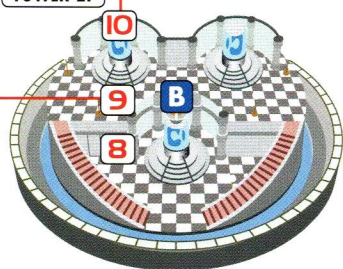


## SKARMORY

STEEL FLYING

SNAGEM HEAD: GONZAP

TOWER 2F

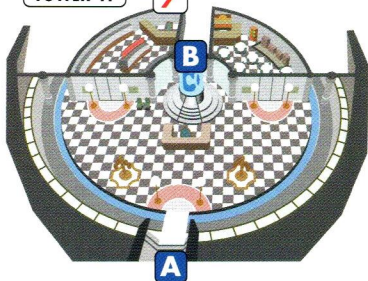


TOWER 1F

7

B

A



## SUNFLORA

GRASS

CIPHER PEON: BAILA



OUTSIDE

## HERACROSS

BUG FIGHTING

CIPHER PEON: DIOGE



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FIELD MAP

DELIBIRD

ICE FLYING

CIPHER PEON: ARTON

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## 5 SECOND SCIENCE LESSON

Ein's the fourth crime boss that you must face again on your quest for all four badges. He has reengineered his team with a highly devious Double Battle strategy in mind. After you beat the scientist, he'll give you the Yellow ID Badge.



### BOSS: EIN

Ein's team uses a strong combo that starts with Toxic, which inflicts a terrible Poison condition. His team will then shield itself with Protect and Fly, biding time until your Pokémon faint away.

RAIKOU*	LEVEL 40	ELECTRIC
MANECTRIC	LEVEL 50	ELECTRIC
STARMIE	LEVEL 49	WATER-PSYCHIC
RHYDON ♂	LEVEL 50	GROUND-ROCK
PELIPPER ♀	LEVEL 49	WATER-FLYING
CROBAT ♂	LEVEL 48	POISON-FLYING

## 6 BACKWARD THEN FORWARD?

Once you've collected all four badges, you can unlock the door that leads to the base of Realgam Tower. You'll get a cut-off e-mail from Eagun at the same time—strongly consider your sidekick's request to find out what he wants before you continue (see page 32).

## 7 PHENAC MEMORIES

One of the three thugs that barred the gates in Phenac City at the beginning of your adventure will be sitting behind the desk, waiting for battle. It'll be the one whose Pokémon—Quilava, Croconaw or Bayleef—you tried to Snag. If you failed then, you can retry now.

## 8 CALM BEFORE THE STORM

Before you head up to the colosseum, stop at the PC and the Pokémon Restoring Machine to ready your team and save your progress. If your team falls when you take on the six Trainers ahead, you'll reappear in the room and be able to make a quick return to battle.

## 9 TEAM SNAGEM REUNION

Before you can take an elevator up to the colosseum, Team Snagem's leader, Gonzap, will come down to boast about the team's surprising involvement with the Shadow Pokémon scheme—and to test your mettle. If you can best him, he'll stand aside and let you face your destiny above.



### BOSS: GONZAP

All of Gonzap's Pokémon unleash massive attacks, such as Earthquake, Crabhammer and Submission. Use Sleep-inflicting moves to conk 'em out so they don't KO you with their huge hits.

SKARMORY	LEVEL 47	STEEL-FLYING
CRAWDAUNT ♂	LEVEL 52	WATER-DARK
PINSIR ♀	LEVEL 52	BUG
HARIYAMA ♀	LEVEL 53	FIGHTING
SHIFTRY ♂	LEVEL 53	GRASS-DARK

## 10 REALGAM'S COLOSSEUM

Nascour, the criminal head honcho, waits for you in the colosseum. You'll need to break four Trainers to get your chance with him. If you survive the first four, your team will be recharged for the Nascour fight. If you fall to any of them, though, you'll reappear at the last Pokémon Restoring Machine you used—and you'll need to start over from the beginning.

### 1st Match—Bodybuilder: Jomas

Jomas battles with Normal-type Pokémon, so Fighting-type attacks will blast 'em to pieces. If you go for the same-type damage multiplier (see page 4), you'll put your Fighting-type Pokémon at risk of being KO'd by strong Flying- and Psychic-type strikes. Snag Jomas's Miltank, a formidable Normal-type.

### 2nd Match—Rider: Delan

Delan battles with Dark-types: Mightyena, Absol (his Shadow Pokémon) and Sharpedo (Water-and-Dark-type). Fighting- and Bug-type attacks are best for getting under their skin. If you send in an Electric-type with like-type attacks to take out Sharpedo, watch out for its supereffective Ground-type Earthquake.

### 3rd Match—Cipher Peon: Nella

Nella has a Fire-type Torkoal, a Fire-and-Rock-type Magcargo and a Dark-and-Fire-type Houndoom. The common denominator—they're all Fire-types—means you should strike with Water-type attacks to snuff them out quickly. Be careful if Houndoom's on the field, however: it's the Shadow Pokémon you should Snag.

### 4th Match—Cipher Peon: Ston

Ston's Pokémon are all dual-types with a Grass-type side. Strike his Vileplume and Cacturne with Fire-type attacks. His Cradily will shrug off damage with its Rock-type and huge defensive stats—use residual-damage moves like Toxic. You can Snag his Tropius, a Grass-and-Flying-type. It uses Fly to blitz the field with Flying-type attacks, so remove your Grass-, Fighting- and Bug-types from battle.



### BOSS: NASCOUR

Exploit type weaknesses to break Nascour. Ground- and Dark-type strikes are among the most versatile for high damage. Afflict Metagross with a Sleep condition to prevent its attacks and prep a Snag.

METAGROSS	LEVEL 50	STEEL-PSYCHIC
GARDEVOIR ♂	LEVEL 55	PSYCHIC
XATU ♀	LEVEL 54	PSYCHIC-FLYING
DUSCLOPS ♀	LEVEL 55	GHOST
WALREIN ♀	LEVEL 56	ICE-WATER
BLAZIKEN ♂	LEVEL 54	FIRE-FIGHTING



### BOSS: EVICE

There's always someone ever more evil lurking in Orre's shadows. The criminal syndicate's leader, Evice, will try to stop your meddling with his behemoths. His Slaking will use its Skill Swap move to unshackle itself from its Truant ability (which restrains it from moving each turn). Strike it with a Sleep condition before it does so. Salamence and Scizor are among the fiercest foes, but you can KO them quickly with Ice- and Fire-type moves, respectively. The easiest way to topple Tyranitar is to Snag it—Eagun's Master Ball will work without fail.

TYRANITAR	LEVEL 55	ROCK-DARK
SALAMENCE ♂	LEVEL 60	DRAGON-FLYING
MACHAMP ♂	LEVEL 61	FIGHTING
SCIZOR ♀	LEVEL 60	BUG-STEEL
SLAKING ♂	LEVEL 60	NORMAL
SLOWKING ♀	LEVEL 61	WATER-PSYCHIC



# SNAGEM HIDEOUT

You began your maverick quest by blowing up Team Snagem's hideout. After you destroy the criminal syndicate's leader, you'll find that it's a lot harder than you expected to root out every bit of evil in Orre. Your mission will lead you back to the hideout.



## SMEARGLE

NORMAL

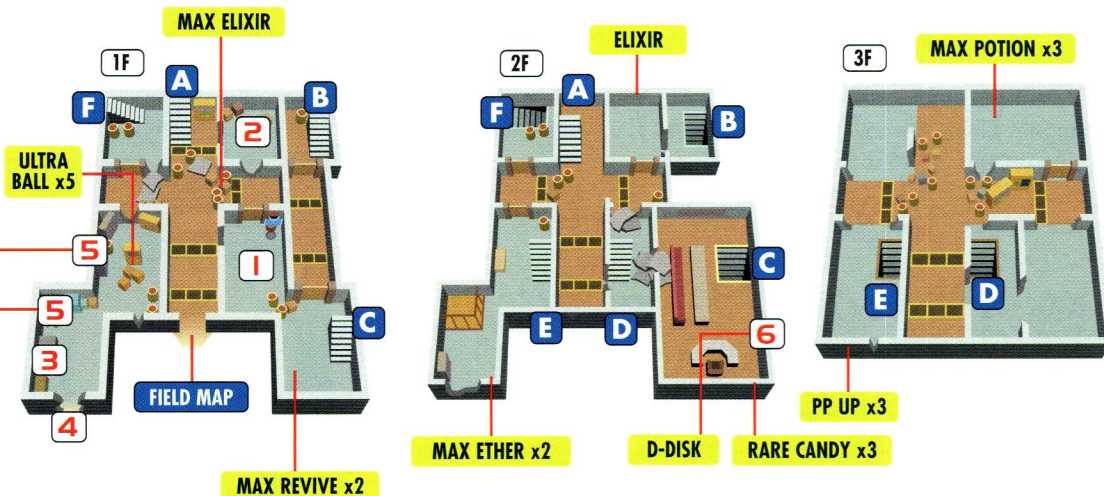
TEAM SNAGEM: BIDEN



## URSARING

NORMAL

TEAM SNAGEM: AGREV



### 1 SAVE AND SNAQ 'EM ALL

In the hideout, you'll see some familiar crooks, many of whom have a Shadow Pokémon (unless you Snagged it during your first meeting). Save at the PC often. You may want to restart your quest from earlier save points on occasion if you need a Snag rematch.

### 2 CIPHER PEONS ON PARADE

When you pass this spot, a Cipher Peon will drop down from the ceiling and attack you. (The peon will change every time you pass through.) Snag his Shadow Pokémon, if he still has one, though it can be tricky. His other Pokémon are more powerful, so his Shadow Pokémon can get caught in the high-intensity crossfire.

### 3 MYSTERY REMATCH

When three Mystery Troop cads blocked the three gates in Phenac City, you fought one and hopefully Snagged his Shadow Pokémon (Bayleef, Quilava or Croconaw). The other two vanished, but you'll face one of them when you first enter the final hideout room. Defeat him and Snag his Shadow Pokémon.

### 4 EXIT AT LONG LAST

The final room has a breach in its wall that leads outside. Step through it to reach the front of the hideout—a quick way to hit the road after you're done exploring the interior. (Unfortunately, you can't use the breach when you first walk up to the hideout.)

### 5 INFESTED—A SECOND TIME!

After you've tracked down the third Mystery Troop grunt in the Shadow Pokémon Lab, you'll find the hideout's been hit with a second Team Snagem outbreak. Snag the Smeargle and Ursaring.

### 6 GONZAP'S LAST STAND

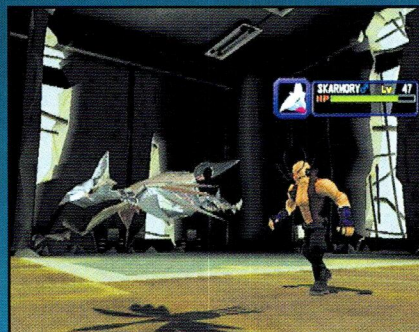
Team Snagem's boss returns with the second wave of crooks. Take him down for good. After you defeat him, you can grab the D-Disk from the table. Return to The Under and use it on the UFO.



## BOSS: GONZAP

Mostly new team, same brutal tactics: Gonzap's team uses Hyper Beam repeatedly. Fortunately, after one of his crew uses the attack, it will need to rest up during its next turn. You can nullify the Normal-type strike's power by sending in Ghost-type Pokémon, which will also be immune to Gonzap's Fighting-type attacks. Pull your Ghost-types when Granbull hits the field; its Ghost-type Shadow Ball attack will nail them hard. If Gonzap still has his Skarmory, don't let the Shadow Pokémon get KO'd by the Double Battle crossfire—it has a much lower level than Gonzap's other Pokémon do.

SKARMORY	LEVEL 47	STEEL-FLYING
CRAWDAUNT ♂	LEVEL 64	WATER-DARK
ARMALDO ♀	LEVEL 64	ROCK-BUG
MACHAMP ♂	LEVEL 64	FIGHTING
BRELOOM ♀	LEVEL 64	GRASS-FIGHTING
GRANBULL ♀	LEVEL 64	NORMAL



# THE STORY CONTINUES

After you ascend Realgam Tower and defeat Evice, you'll see that Orre still has surprises in store. You'll not only open up Pokémon trading with the outside world; you'll also find that the Shadow Pokémon scheme is far from over.

## TRADING WITH THE GBA

After you beat Evice at Realgam Tower then save the game, you'll find that the trading station in the basement of Phenac City's Pokémon Center is up and running. If you have a Pokémon Ruby or Pokémon Sapphire Game Pak and a Nintendo GameCube Game Boy Advance cable, and you meet the trading conditions noted on page 26, you can send Pokémon back and forth between Orre and Hoenn. Consider the possibilities (see page 136)!

## MYSTERY LOVES COMPANY

Three of Miror B.'s Mystery Troop thugs blocked you from leaving Phenac City early in your adventures. You battled one and hopefully Snagged his Shadow Pokémon. The other two flew the coop. You can hunt down one of them—and his Shadow Pokémon—after you stop Evice. Save the game after you watch the ending credits. When you resume your game, you'll get an e-mail from Secc. Visit him in Pyrite Town to learn about Cail's brush with a Trainer who had a Shadow Pokémon. Battle Cail to find out more about the Trainer's location, which opens up the Snagem Hideout on the map. Battle your way through the first criminal infestation that spreads through the hideout (see page 41) to reach the Mystery Troop thug in the final room. Snag his Shadow Pokémon.

## THE REMAINING MYSTERY

After you've Snagged two of the three "starter Pokémon" from Phenac—Bayleaf, Croconaw and Quilava—you'll get another e-mail from Secc, which says that Nett in The Under has discovered another good lead. Visit Nett to learn that Gurks, the Trainer outside the Junk Shop, knows something about another crook with a Shadow Pokémon. Defeat Gurks to learn more. You'll then get an e-mail that exposes the Trainer's location: the Shadow Pokémon Laboratory. Go to the lab, where you can remeet many Trainers who will still have Shadow Pokémon if you didn't Snag 'em upon your first encounter. You'll find the Trainer, the third Mystery Troop thug, in the room where Ein once fought you. Snag his Shadow Pokémon.

## TEAM SNAGEM RESURGENCE

Soon after you Snag the third "starter Pokémon," you'll receive an e-mail about the large Snagem Machine back at the Snagem Hideout. Investigate the rumor and explore the hideout again. You'll find two more Shadow Pokémon and be able to have a rematch with your old boss, Gonzap (see page 41). After you defeat him, you'll get the D-Disk, which opens up a new direction for The Under's UFO—down to a supersecret location.

## DEEP SECRETS

With the D-Disk, you can make The Under's UFO descend to the Deep Colosseum, where Cipher's former crime family—Miror B., Dakim, Venus and Ein—participate in secret competitions. Each of them tops out a battle series. In your fifth series, a new boss Trainer emerges with a Shadow Pokémon. Defeat him and Snag his Shuckle.



### BOSS: AGNOL

Agnol's crew is tough, but his problematic Pokémon is Shedinja. It's immune to all attacks except Fire-, Flying-, Rock-, Ghost- and Dark-type strikes. Ensure that you're packing an attack type that works.

SHUCKLE	LEVEL 45	ROCK-BUG
GIRAFARIG ♀	LEVEL 68	NORMAL-PSYCHIC
SABLEYE ♂	LEVEL 69	DARK-GHOST
SKARMORY ♀	LEVEL 66	STEEL-FLYING
SHEDINJA	LEVEL 68	BUG-GHOST
KINGDRA ♂	LEVEL 70	WATER-DRAGON

## MEET YOU ON THE FLIPSIDE

After you've Snagged 47 Shadow Pokémon and caught two TV broadcasts about Pokémon that are attacking people, you'll get an unexpected e-mail. Follow its directions to find a familiar face waiting at the Outskirt Stand. A little *too* familiar—it's your face but not your attitude. You'll need to defeat the Shady Guy and Snag his Shadow Pokémon, a Togetic, to complete your Shadow Pokémon collection. Togetic's level is very low, so it's likely to be blasted off the field if you don't walk on eggshells during the quake-heavy battle.



### BOSS: SHADY GUY

The Shady Guy's team is one of Orre's best. His Gyarados will blast the field with Earthquake; withdraw your Electric-types from its influence. Then send out Flying-types to counterstrike with high-damage attacks that will destroy the Gyarados quickly, or condition-inflicting moves that will prevent it from using its field-shattering Earthquake.

TOGETIC	LEVEL 20	NORMAL-FLYING
ARMALDO ♂	LEVEL 68	ROCK-BUG
MILOTIC ♀	LEVEL 68	WATER
MANECTRIC ♀	LEVEL 68	ELECTRIC
HOONDOOM ♂	LEVEL 68	DARK-FIRE
GYARADOS ♂	LEVEL 68	WATER-FLYING

### TOGETIC



NORMAL  
FLYING

SHADY GUY

# BATTLE MODE



# BATTLE MODE BASICS

Battle mode is where cool Trainers and hot tempers collide in a variety of ways. Single or Double Battles, quick stadium competitions or near-impossible mountain skirmishes, single-player or multiplayer—it's all there for battlers who want to put their Training skills to the ultimate test.

## NAVIGATING EVERY CHALLENGE

If you have a hankering for a battle and don't have a team built up, Battle mode provides a quick fix with Battle Now. For those who have a team ready for the big time—whether it's brought in from Story mode or from a connected Pokémon Ruby or Sapphire Pak—Battle mode throws open the doors to many more challenges. The flowchart below will help you steer through the options.



### BATTLE MODE

#### Colosseum Battle

#### Battle Now

Want to see Pokémon raise the roof of Phenac Stadium with their battle moves? Battle Now gives you a quick way to get in and make noise with a random Pokémon team—low commitment, high fun.

#### Solo Battle

#### Gang Battle

#### Single Battle

#### Double Battle

In two-player Gang Battles, you can clash in Single Battles or Double Battles. Both players can connect to their Pokémon Ruby or Sapphire GBA teams, or one can use a Story mode team. In Multi Battles, four players form two-player teams based on their GBA teams (though one can choose a Story mode team) for Double Battle fights only.

#### Colosseum Battle

#### Mt. Battle

#### Single Battle

#### Double Battle

Colosseum Battle has 12 single-player challenges, half with Trainers lined up for Single Battle, half with different competitors for Double Battle. You can take a new team into each colosseum to prove your Training might.

#### Single Battle

#### Double Battle

To triumph in the Mt. Battle challenge, you'll need to assemble one team and take down 100 Trainers on the way to the peak. Each long Trainer lineup is completely different depending on whether you choose Single Battle or Double Battle.

## UNLOCK ORRE COLOSSEUM

Orre Colosseum is hidden in the desert. You won't reach it during your travels in Story mode; only Trainers who prove themselves in Battle mode will reach the secret battle arena. You'll unlock Orre Colosseum's Level-50 battles (Single and Double) after you best Phenac Stadium, Pyrite Colosseum and Under Colosseum in *both* Single Battle and Double Battle. To break into Orre Colosseum's rarified Level-100 battles, you must triumph in Single Battle and Double Battle in Tower Colosseum.



You'll want to smash your way to the most challenging colosseums to compete for the largest Poké Coupon prizes. By winning the hardest competitions, you can rack up enough Poké Coupons to buy the best prizes much faster.



## REGISTER POKÉMON FOR SOLO BATTLES

To take a team into a Solo Battle challenge, you'll first need to register a team for battle. (You don't need to register teams for Battle Now or Gang Battles.) Your six-member team can come from Story mode or from Pokémon Ruby or Sapphire. If you want to change your team to better meet a Trainer challenge, you'll need to register a new team. If you want to register a GBA team for a Solo Battle, you must bring it into Battle mode in one of two ways. You can bring your crew directly into Battle mode by connecting Pokémon Colosseum with your Pokémon Ruby or Sapphire Pak. Or you can send Pokémon from

the GBA games into Story mode, mix 'em with your Orre Pokémon, then save and register your Story mode team. You'll need to wait until you defeat Story mode's big boss to activate the machine that allows Pokémon transfer to and from Story mode (see page 42). But why would you go to all that trouble? One reason: If you use a Story mode team to defeat Mt. Battle in either Single Battle or Double Battle and you achieve other victory conditions (see page 140), you'll get the superpowerful Ho-oh for your collection. You can't nab the amazing Pokémon if you use a Battle mode team.

### CONDITIONS FOR STORY MODE POKÉMON

- Can't use Shadow Pokémon (must be fully purified)
- Must have six Pokémon on your team

### CONDITIONS FOR RUBY/SAPPHIRE POKÉMON

- Must have received the Pokédex in the GBA game
- Must save your battle team at a Pokémon Center
- Must have six Pokémon on your team
- Can't have a Pokémon Egg as part of the team
- Can't have any Pokémon hold mail or the Enigma Berry



To register a Story mode team, pop into Story mode, pull together a crew from the PC's Pokémon Storage, save the game then pop back into Battle mode to register your new team.



Either way you import Pokémon from Pokémon Ruby or Sapphire, you must use a Nintendo GameCube Game Boy Advance cable to connect your GBA Pak to Pokémon Colosseum on the GCN.

## SINGLE AND DOUBLE BATTLES

If you want to fight classic Single Battles, you'll find plenty of 'em in Battle mode, along with the Double Battles, which are a constant in Story mode—every Trainer in Orre seems to tap into the amazing power that results from having two Pokémon in battle at the same time. If you're new to Double Battles and combo-building, check out pages 12 and 13. You'll need to master both battle styles to topple all the colosseum challenges and unlock the secret Orre Colosseum.

### SINGLE BATTLE



In a Single Battle, you and your opponent will both maintain a single Pokémon on the field at all times.

### DOUBLE BATTLE



In a Double Battle, you'll both have two Pokémon on the field, which enables quick combo-building.

## POKÉ COUPON AWARDS

To gain some of the most powerful items and held items in Orre, you'll need to rack up lots of Poké Coupon points then spend them at the Poké Coupon Exchange. The stocked items are the same in Story mode and Battle mode—you can see the full list on page 33. In Battle mode, you'll win points by defeating colosseums (see the point awards below) and Mt. Battle challenges (see the awards on page 94). In Story mode, you'll rack up points only on Mt. Battle. In general, the tougher the challenge is, the more points you'll score. But if you resort to using any of the legendary or extremely rare Pokémon, your award total will suffer—see below.

COLOSSEUM RANK	POINT
WEAK	500
NORMAL	1,000
STRONG (LEVEL-50)	1,500
STRONG (LEVEL-100)	3,000
STRONGEST (LEVEL-50)	2,000
STRONGEST (LEVEL-100)	5,000

### POKÉMON THAT DECREASE THE AWARD

For each of the following Pokémon, your award will be reduced to 85% of its normal value. If you use three, for example, it'll be reduced to 61% (85% x 85% x 85%).

ENTEI	RAIKOU
GROUDON	RAYQUAZA
HO-OH	REGICE
JIRACHI	REGIROCK
KYOURE	REGISTEEL
LATIAS	SUICUNE
LATIOS	



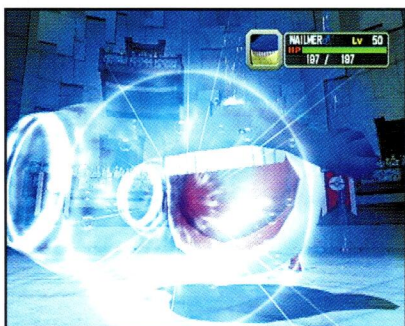
# PHENAC STADIUM

**LEVEL 50: SINGLE BATTLE**

**POKé COUPON: 500 points**

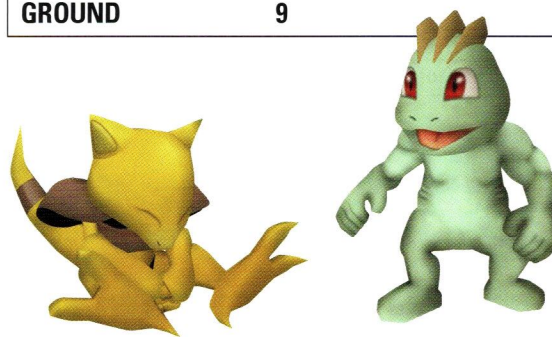
## PHENAC ATTACK

Phenac Stadium is a great place to practice the basics; identify your enemy's type, consult the battle chart on page 4 and strike at your foe's weakness with type-trumping attacks. If you can, use same-type Pokémon when striking with type-trumping attacks to multiply the damage even more. Most of the opponents you'll face have assembled unbalanced Pokémon teams stacked with only one or two Pokémon types, which will make practicing type-trumping even easier. Follow the team selection guidelines below to assemble a superior squad that will exploit the vulnerabilities of your opponent's Pokémon.



You'll face many Water-type Pokémon in the Phenac Stadium Single Battle event—counter them by packing your battle team with Pokémon that possess powerful Electric- and Grass-type attacks.

NUMBER OF TYPES YOU'LL FACE			
NORMAL	3	FLYING	4
FIRE	3	PSYCHIC	7
WATER	10	BUG	4
ELECTRIC	1	ROCK	3
GRASS	7	GHOST	2
ICE	3	DRAGON	0
FIGHTING	3	DARK	3
POISON	6	STEEL	1
GROUND	9		



## RECOMMENDED ATTACK/POKéMON TYPES

### WATER

Water-type strikes will wash away Ground-, Rock- and Fire-type foes. Plus, you'll face few opponents using the Electric- and Grass-type attacks Water-type Pokémon are weak against.

### GRASS

The vast majority of the Pokémon you'll face will be Water-, Grass- and Ground-types—play Grass-type Pokémon to take only half damage from their attacks.

### ICE

Ice-type attacks are effective against the common Grass- and Ground-types—which you'll see a lot of. They're also supereffective against Flying-types, which aren't as prevalent but are very pesky.

### FLYING

Reserve a spot on your team for a Flying-type Pokémon—it'll be immune to Ground-type strikes and take half damage from Grass-, Bug- and Fighting-type attacks.

### DARK

Many Psychic-types you'll face have a high Speed, which can give them the first strike. Invalidate the advantage by playing Dark-type Pokémon. They're immune to Psychic-type damage.

## SPECIFIC MOVE RECOMMENDATIONS



Aerial Ace is a Flying-type strike that can't be dodged. Use it to lash out at Grass-, Fighting- and Bug-types.



Psychic will blow the mind of any Fighting- or Poison-type foolish enough to face your Pokémon in the arena.



## TRAINER ALERT!

### FINAL: KAUSON

In the final round of Phenac Stadium's Single Battle competition, you'll clash with Kauson's tough team of Fighting-, Dark- and Psychic-type Pokémon. Remember to include Pokémon with Ghost-, Bug- and Dark-type attacks in your team to type-trump your way to an easy victory against his Psychic-types—they're the toughest foes.



**BATTLE 1: GARLOW**  
ROLLER BOY ♂

Scorch Garlow's Bug- and Grass-type Pokémon with searing Fire-type strikes. If Garlow pitches in a Pokémon with a Water-type attack, swap out your Fire-type Pokémon before they get extinguished.

**LEDYBA ♂** BUG-FLYING




ABILITY: SWARM  
ITEM: SHARP BEAK

AGILITY  
SWIFT  
AERIAL ACE  
SILVER WIND

PSYCHIC  
NORMAL  
FLYING  
BUG

**SPINARAK ♂** BUG-POISON



ABILITY: SWARM  
ITEM: SILVER POWDER

LEECH LIFE  
NIGHT SHADE  
DIG  
PSYBEAM

BUG  
GHOST  
GROUND  
PSYCHIC

**LOTAD ♂** WATER-GRASS



ABILITY: SWIFT SWIM  
ITEM: SPELL TAG

WATER PULSE  
ASTONISH  
MEGA DRAIN  
RAIN DANCE

WATER  
GHOST  
GRASS  
WATER

**SHROOMISH ♀** GRASS




ABILITY: EFFECT SPORE  
ITEM: MIRACLE SEED

MEGA DRAIN  
HEADBUTT  
STUN SPORE  
SWAGGER

GRASS  
NORMAL  
GRASS  
NORMAL

**NINCADA ♂** BUG-GROUND



ABILITY: COMPOUNDEYES  
ITEM: METAL COAT

MUD-SLAP  
LEECH LIFE  
METAL CLAW  
GUST

GROUND  
BUG  
STEEL  
FLYING

**SURSKIT ♀** BUG-WATER



ABILITY: SWIFT SWIM  
ITEM: MYSTIC WATER

BUBBLEBEAM  
QUICK ATTACK  
FLASH  
MUD SHOT

WATER  
NORMAL  
NORMAL  
GROUND

**BATTLE 2: GUCIO**  
CHASER ♀

Gucio made the mistake of filling her team with Water-type Pokémon—leave her fishy crew high and dry by playing Pokémon armed with Grass- and Electric-type attacks. Take down Wailmer with an Electric-type attack before it can unleash its devastating Blizzard strike.

**CORPHISH ♂** WATER



ABILITY: HYPER CUTTER  
ITEM: MYSTIC WATER

DIG  
VICEGRIP  
CRABHAMMER  
MUD SPORT

GROUND  
NORMAL  
WATER  
GROUND

**BARBOACH ♂** WATER-GROUND




ABILITY: OBLIVIOUS  
ITEM: SOFT SAND

MUD-SLAP  
TOXIC  
DIVE  
WHIRLPOOL

GROUND  
POISON  
WATER  
WATER

**WAILMER ♂** WATER




ABILITY: OBLIVIOUS  
ITEM: HARD STONE

WATER PULSE  
BLIZZARD  
STRENGTH  
TICKLE

WATER  
ICE  
NORMAL  
NORMAL

**CARVANHA ♂** WATER-DARK



ABILITY: ROUGH SKIN  
ITEM: BLACKGLASSES

BITE  
FOCUS ENERGY  
SCARY FACE  
DIVE

DARK  
NORMAL  
NORMAL  
WATER

**GOLDEEN ♀** WATER




ABILITY: SWIFT SWIM  
ITEM: TWISTEDSPOON

PECK  
WATERFALL  
FLAIL  
PSYBEAM

FLYING  
WATER  
NORMAL  
PSYCHIC

**HORSEA ♀** WATER



ABILITY: SWIFT SWIM  
ITEM: DRAGON FANG


AGILITY  
TWISTER  
AURORA BEAM  
OCTAZOOKA

PSYCHIC  
DRAGON  
ICE  
WATER

**BATTLE 3: HASMEN**  
HUNTER ♂

Pitch out Pokémon with Water-type attacks and wipe out Hasmen's dual-type Numel, Geodude and Larvitar with a massive 4x damage multiplier! To make matters worse for foolish Hasmen, his Trapinch, Aron and Slugma are also vulnerable to Water-type strikes.

**GEODUDE ♂** ROCK-GROUND




ABILITY: STURDY  
ITEM: SOFT SAND

DEFENSE CURL  
ROCK BLAST  
MAGNITUDE  
ROLLOUT

NORMAL  
ROCK  
GROUND  
ROCK

**TRAPINCH ♂** GROUND



ABILITY: HYPER CUTTER  
ITEM: SILK SCARF

BITE  
SANDSTORM  
SAND TOMB  
GUST

DARK  
ROCK  
GROUND  
FLYING

**NUMEL ♂** FIRE-GROUND




ABILITY: OBLIVIOUS  
ITEM: CHARCOAL

FLAMETHROWER  
MAGNITUDE  
TAKE DOWN  
SCARY FACE

FIRE  
GROUND  
NORMAL  
NORMAL

**SLUGMA ♂** FIRE



ABILITY: FLAME BODY  
ITEM: HARD STONE

BODY SLAM  
ROCK SLIDE  
YAWN  
HEAT WAVE

NORMAL  
ROCK  
NORMAL  
FIRE

**ARON ♂** STEEL-ROCK




ABILITY: STURDY  
ITEM: METAL COAT

MUD-SLAP  
TAKE DOWN  
METAL CLAW  
ENDEAVOR

GROUND  
NORMAL  
STEEL  
NORMAL

**LARVITAR ♂** ROCK-GROUND



ABILITY: GUTS  
ITEM: SITRUS BERRY

HYPER BEAM  
EARTHQUAKE  
ROCK SLIDE  
DRAGON DANCE

NORMAL  
GROUND  
ROCK  
DRAGON



### BATTLE 4: STOUNER

LADY ♀

Bring along a crew of Pokémon with Ice-type attacks to wilt Stouner's green-thumbed team of Grass- and Ground-type Pokémon. Play a Flying-type if you've got one—they're immune to Ground-type attacks and defend well against Grass-type strikes.

#### SEEDOT ♂

GRASS



ABILITY: CHLOROPHYLL  
ITEM: SILK SCARF

SUNNY DAY  
SYNTHESIS  
SOLARBEAM  
TAKE DOWN

FIRE  
GRASS  
GRASS  
NORMAL

#### HOPPIP ♂

GRASS-FLYING



ABILITY: CHLOROPHYLL  
ITEM: TWISTED SPOON

SOLARBEAM  
SLEEP POWDER  
SUNNY DAY  
CONFUSION

GRASS  
GRASS  
FIRE  
PSYCHIC

#### CACNEA ♂

GRASS



ABILITY: SAND VEIL  
ITEM: POISON BARB

PIN MISSILE  
LEECH SEED  
NEEDLE ARM  
DYNAMICPUNCH

BUG  
GRASS  
GRASS  
FIGHTING

#### BALTOY

GROUND-PSYCHIC



ABILITY: LEVITATE  
ITEM: HARD STONE

PSYBEAM  
MUD-SLAP  
ANCIENTPOWER  
ICE BEAM

PSYCHIC  
GROUND  
ROCK  
ICE

#### SANDSHREW ♂

GROUND



ABILITY: SAND VEIL  
ITEM: SIFT SAND

SAND TOMB  
CRUSH CLAW  
ROCK SLIDE  
METAL CLAW

GROUND  
NORMAL  
ROCK  
STEEL

#### SUNKERN ♂

GRASS



ABILITY: CHLOROPHYLL  
ITEM: MIRACLE SEED

SOLARBEAM  
SUNNY DAY  
ENDEAVOR  
GRASSWHISTLE

GRASS  
FIRE  
NORMAL  
GRASS



### BATTLE 5: OATLEY

LADY IN SUIT ♀

Pummel Oatley's team of Normal- and Ice-type Pokémon by playing Pokémon with Fighting-type attacks. If you use a powerful Fighting-type strike early and often, you'll leave her crew black and blue before she has a chance to retaliate.

#### SWINUB ♀

ICE-GROUND



ABILITY: OBLIVIOUS  
ITEM: LUM BERRY

BLIZZARD  
BITE  
MUD SHOT  
ANCIENTPOWER

ICE  
DARK  
GROUND  
ROCK

#### SPHEAL ♀

ICE-WATER



ABILITY: THICK FAT  
ITEM: CHESTO BERRY

AURORA BEAM  
BODY SLAM  
WATERFALL  
YAWN

ICE  
NORMAL  
WATER  
NORMAL

#### WHISMUR ♀

NORMAL



ABILITY: SOUNDPROOF  
ITEM: RAWST BERRY

HYPER VOICE  
SLEEP TALK  
REST  
EXTRASENSORY

NORMAL  
NORMAL  
PSYCHIC  
PSYCHIC

#### SNORUNT ♀

ICE



ABILITY: INNER FOCUS  
ITEM: PERSIM BERRY

BITE  
ICY WIND  
HEADBUTT  
WATER PULSE

DARK  
ICE  
NORMAL  
WATER

#### TOGEPI ♀

NORMAL



ABILITY: SERENE GRACE  
ITEM: PECHA BERRY

WATER PULSE  
METRONOME  
FLAMETHROWER  
PSYCHIC

WATER  
NORMAL  
FIRE  
PSYCHIC

#### JIGGLYPUFF ♀

NORMAL



ABILITY: CUTE CHARM  
ITEM: SITRUS BERRY

SING  
SWEET KISS  
HYPER VOICE  
WISH

NORMAL  
NORMAL  
NORMAL  
NORMAL



### BATTLE 6: RIESKO

NEWS CASTER ♀

Riesko's team is stacked with Poison-type Pokémon—strike them with Psychic- and Ground-type attacks to put an end to their venomous ways. The one anomaly in Riesko's poisonous crew is her dangerous Electrike—dispatch it with a Ground-type attack.

#### ZUBAT ♂

POISON-FLYING



ABILITY: INNER FOCUS  
ITEM: CHERI BERRY

BITE  
AIR CUTTER  
TOXIC  
STEEL WING

DARK  
FLYING  
POISON  
STEEL

#### GULPIN ♂

POISON



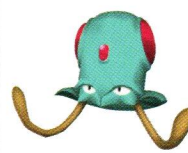
ABILITY: LIQUID OOZE  
ITEM: SITRUS BERRY

SLUDGE BOMB  
SHADOW BALL  
YAWN  
PAIN SPLIT

POISON  
GHOST  
NORMAL  
NORMAL

#### TENTACOO ♂

WATER-POISON



ABILITY: LIQUID OOZE  
ITEM: AGUAV BERRY

GIGA DRAIN  
SLUDGE BOMB  
DIVE  
AURORA BEAM

GRASS  
POISON  
WATER  
ICE

#### ODDISH ♂

GRASS-POISON



ABILITY: CHLOROPHYLL  
ITEM: MAGO BERRY

SLUDGE BOMB  
STUN SPORE  
MOONLIGHT  
RAZOR LEAF

POISON  
GRASS  
NORMAL  
GRASS

#### GRIMER ♂

POISON



ABILITY: STICKY HOLD  
ITEM: FIGY BERRY

SLUDGE BOMB  
FIRE BLAST  
THUNDER  
SHADOW PUNCH

POISON  
FIRE  
ELECTRIC  
GHOST

#### ELECTRIKE ♂

ELECTRIC



ABILITY: STATIC  
ITEM: WIKI BERRY

THUNDER WAVE  
SHOCK WAVE  
BITE  
HEADBUTT

ELECTRIC  
ELECTRIC  
DARK  
NORMAL









# SEMIFINAL: GULARTE

## FUN OLD LADY ♀

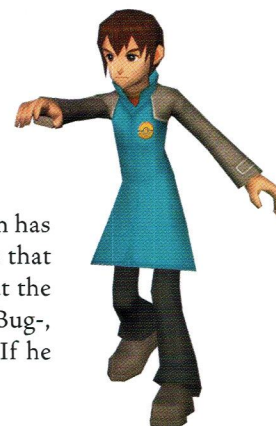


Play a team of Pokémon equipped with Ghost- and Dark-type attacks to eclipse Gularte's peculiar crew of Ghost- and Psychic-types. Watch out for her especially dangerous Wynaut—its Mirror Coat ability allows it to attack second, countering your attack with double the special attack damage you inflicted upon it. Wynaut also casts the strange Destiny Bond move, which causes your Pokémon to faint if Wynaut does. The only way to avoid certain doom is to switch out the bonded Pokémon and use another to dispatch the Wynaut. Dark- and Ghost-type attacks will annihilate Gularte's Psychic- and Ghost-type Pokémon.







<b>SHUPPET ♂</b>  ABILITY: INSOMNIA ITEM: SPELL TAG SHADOW BALL CURSE NIGHT SHADE DISABLE GHOST ? GHOST NORMAL	<b>DUSKULL ♀</b>  ABILITY: LEVITATE ITEM: BLACKGLASSES PURSUIT WILL-O-WISP CONFUSE RAY CURSE DARK FIRE GHOST ?	<b>MEDITITE ♀</b>  ABILITY: PURE POWER ITEM: BLACK BELT SHADOW BALL BRICK BREAK THUNDERPUNCH ICE PUNCH GHOST FIGHTING ELECTRIC ICE
<b>NATU ♂</b>  ABILITY: SYNCHRONIZE ITEM: SHARP BEAK NIGHT SHADE FUTURE SIGHT WISH DRILL PECK GHOST PSYCHIC NORMAL FLYING	<b>SPOINK ♂</b>  ABILITY: THICK FAT ITEM: MAGNET PSYWAVE CONFUSE RAY BOUNCE SHOCK WAVE PSYCHIC GHOST FLYING ELECTRIC	<b>WYNAUT ♀</b>  ABILITY: SHADOW TAG ITEM: CITRUS BERRY COUNTER MIRROR COAT DESTINY BOND ENCORE FIGHTING PSYCHIC GHOST NORMAL

# FINAL: KAUSON

## SUPERTRAINER ♂



Kauson fields a fearsome team of Fighting-, Psychic- and Dark-type Pokémon, but each member of his team has a specific weakness that you can exploit. Beware of Abra—an especially swift and fierce Psychic-type foe that wields Psychic-, Fire, Electric- and Ice-type attacks. Because of Abra's wide array of attacks, it can strike at the weakness of many Pokémon. Counter both of Kauson's Psychic-type Pokémon, Abra and Ralts, with Bug-, Ghost- and Dark-type assaults. Use Fighting- and Bug-type attacks to dominate his pair of Dark-types. If he tosses in Makuhita or Machop, counter by playing Pokémon with strong Flying- or Psychic-type strikes.

<b>MACHOP ♂</b>  ABILITY: GUTS ITEM: QUICK CLAW BRICK BREAK EARTHQUAKE FIRE BLAST ROCK SLIDE FIGHTING GROUND FIRE ROCK	<b>ABRA ♀</b>  ABILITY: INNER FOCUS ITEM: SCOPE LENS PSYCHIC FIRE PUNCH THUNDERPUNCH ICE PUNCH PSYCHIC FIRE ELECTRIC ICE	<b>HOUNDOUR ♂</b>  ABILITY: FLASH FIRE ITEM: FOCUS BAND FLAMETHROWER BITE SMOG REVERSAL FIRE DARK POISON FIGHTING
<b>POOCHYENA ♂</b>  ABILITY: RUN AWAY ITEM: BRIGHT POWDER BITE SCARY FACE SWAGGER POISON FANG DARK NORMAL POISON	<b>RALTS ♀</b>  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE PSYCHIC LIGHT SCREEN SHOCK WAVE WILL-O-WISP PSYCHIC PSYCHIC ELECTRIC FIRE	<b>MAKUHITA ♂</b>  ABILITY: GUTS ITEM: LEFTOVERS SEISMIC TOSS EARTHQUAKE FORESIGHT REVENGE FIGHTING GROUND NORMAL FIGHTING



# PHENAC STADIUM

**LEVEL 50: DOUBLE BATTLE**

**POKé COUPON: 500 points**

## TWICE AS NICE

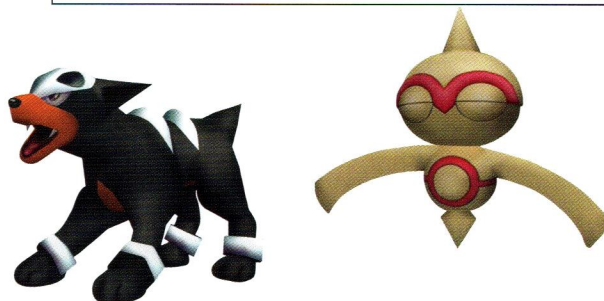
In Phenac Stadium's Single Battle competition, you experienced the awesome power of type-trumping strikes and damage multipliers first-hand. In Double Battle competition, type-trumping is just as important—the only difference is that now four Pokémon clash in tag-team style. Moves that strike two foes at once, like Earthquake or Sandstorm, are much more crucial than they were in Single Battle. Keep in mind that the ultimate goal in Double Battle is to type-trump two enemies with a single stunning attack. However, before you dive in, flip back to page 12 and study up on the brainiest Double Battle techniques.



In Phenac Stadium, you'll face a tidal wave of Water-type Pokémon—jolt them with Electric-type moves to turn them into puddles.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	<b>9</b>	<b>FLYING</b>	<b>5</b>
<b>FIRE</b>	<b>5</b>	<b>PSYCHIC</b>	<b>6</b>
<b>WATER</b>	<b>9</b>	<b>BUG</b>	<b>2</b>
<b>ELECTRIC</b>	<b>2</b>	<b>ROCK</b>	<b>1</b>
<b>GRASS</b>	<b>6</b>	<b>GHOST</b>	<b>2</b>
<b>ICE</b>	<b>0</b>	<b>DRAGON</b>	<b>0</b>
<b>FIGHTING</b>	<b>3</b>	<b>DARK</b>	<b>3</b>
<b>POISON</b>	<b>5</b>	<b>STEEL</b>	<b>0</b>
<b>GROUND</b>	<b>7</b>		



## RECOMMENDED ATTACK/POKéMON TYPES

### WATER

Soak your opponent's Fire- and Ground-types with a Water-type strike. A Water-type with same-type moves is a good option, since it won't face many Electric- and Grass-type attacks.

### ELECTRIC

Bring a Pokémon with potent Electric-type strikes to zap any Water- or Flying-types you come across. Electric-type Pokémon often have a high Speed stat and get to attack first, which is always handy.

### ICE

Include Pokémon with bone-chilling Ice-type attacks—you'll be ready and able to stab at the common Ground-types, as well as the less frequent Grass- and Flying-types.

### FLYING

Flying-type Pokémon are immune to Ground-type strikes, which gives them an overwhelming advantage in clashes with the many Pokémon that rely on damaging Ground-type attacks.

### DARK

You'll encounter challenging Psychic-type Pokémon in the semifinal and final rounds—Dark-type strikes will obliterate them, plus put the fear into the two Ghost-types in the semifinal.

## SPECIFIC MOVE RECOMMENDATIONS



Thunderbolt is a sizzling Electric-type strike that not only hits hard, but also has a 10% chance of causing paralysis.



Even though Brick Break isn't the most-damaging Fighting-type move, it's a strong attack with dead-on accuracy.



## TRAINER ALERT!

### SEMIFINAL: RADLE

Radle may be old and frail, but his daunting team will teach you to respect your elders! The crafty old-timer has packed his squad with Ghost- and Psychic-types, but you can spank the geriatric Trainer by type-trumping his crew with Ghost- and Dark-type moves. To really bring the hurt to him, bolster your team with a Dark-type Pokémon with same-type attacks.






## BATTLE 1: MARCON

RICH BOY ♂

Two of Marcon's Pokémon are full-blooded Grass-types, and two are half Grass-type—strike the two pure Grass-types with any type-trumping attack, and hit the two partial Grass-types with Flying-type attacks to avoid offsetting your type-trumping bonuses.

**SURSKIT ♀** BUG-WATER




ABILITY: SWIFT SWIM  
ITEM: CHERI BERRY

BUBBLE  
WATER SPORT  
SWEET SCENT  
MIST

WATER  
WATER  
NORMAL  
ICE

**SEEDOT ♂** GRASS




ABILITY: EARLY BIRD  
ITEM: CHESTO BERRY

ROCK SMASH  
LEECH SEED  
BIDE  
DIG

FIGHTING  
GRASS  
NORMAL  
GROUND

**LOTAD ♂** WATER-GRASS




ABILITY: RAIN DISH  
ITEM: PECHA BERRY

TOXIC GROWL  
MEGA DRAIN  
MIST

POISON  
NORMAL  
GRASS  
ICE

**ODDISH ♂** GRASS-POISON



ABILITY: CHLOROPHYLL  
ITEM: RAWST BERRY

POISONPOWDER  
ACID  
ABSORB  
STUN SPORE

POISON  
POISON  
GRASS  
GRASS

**CACNEA ♂** GRASS




ABILITY: SAND VEIL  
ITEM: ASPEAR BERRY

LEECH SEED  
PIN MISSILE  
SAND-ATTACK  
ACID

GRASS  
BUG  
GROUND  
POISON

**NINCADA ♀** BUG-GROUND



ABILITY: COMPOUNDEYES  
ITEM: ORAN BERRY

GUST  
DIG  
TOXIC  
GIGA DRAIN

FLYING  
GROUND  
POISON  
GRASS




## BATTLE 2: PERES

ROLLER BOY ♂

Peres battles with a crew of primarily Fire-, Poison- and Ground-type Pokémon, making the skate punk vulnerable to strong Water-type strikes like Surf and Waterfall. Psychic- and Ground-type attacks will punish his two Poison-types, Gulpin and Grimer.

**GRIMER ♀** POISON




ABILITY: STICKY HOLD  
ITEM: ORAN BERRY

SLUDGE  
SCREECH  
ACID ARMOR  
POISON GAS

POISON  
NORMAL  
POISON  
POISON

**SLUGMA ♀** FIRE




ABILITY: FLAME BODY  
ITEM: LEPPA BERRY

EMBER  
HARDEN  
ROCK THROW  
AMNESIA

FIRE  
NORMAL  
ROCK  
PSYCHIC

**SPOINK ♂** PSYCHIC




ABILITY: OWN TEMPO  
ITEM: PERSIM BERRY

PSYWAVE  
SHOCK WAVE  
PSYBEAM  
MAGIC COAT

PSYCHIC  
ELECTRIC  
PSYCHIC  
PSYCHIC

**NUMEL ♂** FIRE-GROUND




ABILITY: OBLIVIOUS  
ITEM: LUM BERRY

TAKE DOWN  
EMBER  
SCARY FACE  
FOCUS ENERGY

NORMAL  
FIRE  
NORMAL  
NORMAL

**GULPIN ♂** POISON




ABILITY: LIQUID OOZE  
ITEM: SITRUS BERRY

TOXIC  
STOCKPILE  
SPIT UP  
SWALLOW

POISON  
NORMAL  
NORMAL  
NORMAL

**TRAPINCH ♀** GROUND



ABILITY: ARENA TRAP  
ITEM: ASPEAR BERRY

DIG  
ROCK TOMB  
SANDSTORM  
SAND-ATTACK

GROUND  
ROCK  
ROCK  
GROUND



## BATTLE 3: DENSLON

LADY ♀

Most of Denslon's cute and cuddly crewmembers know the Charm skill, which weakens the physical attacks of your Pokémon. They may be adorable, but don't show any mercy—even for Pokémon like Pichu. Obliterate Denslon's Normal-types with Fighting-type attacks.

**PICHU ♂** ELECTRIC




ABILITY: STATIC  
ITEM: MAGNET

CHARM  
SWEET KISS  
THUNDERSHOCK  
TAIL WHIP

NORMAL  
NORMAL  
ELECTRIC  
NORMAL

**IGGLYBUFF ♀** NORMAL




ABILITY: CUTE CHARM  
ITEM: SILK SCARF

CHARM  
ATTRACT  
DEFENSE CURL  
RETURN

NORMAL  
NORMAL  
NORMAL  
NORMAL

**AZURILL ♀** NORMAL




ABILITY: THICK FAT  
ITEM: SEA INCENSE

CHARM  
SLAM  
WATER GUN  
TAIL WHIP

NORMAL  
NORMAL  
WATER  
NORMAL

**VULPIX ♀** FIRE




ABILITY: FLASH FIRE  
ITEM: CHARCOAL

WILL-O-WISP  
QUICK ATTACK  
HEAT WAVE  
TAIL WHIP

FIRE  
NORMAL  
FIRE  
NORMAL

**WOOPER ♂** WATER-GROUND




ABILITY: WATER ABSORB  
ITEM: SOFT SAND

SLAM  
DIG  
YAWN  
TAIL WHIP

NORMAL  
GROUND  
NORMAL  
NORMAL

**TOGEPI ♂** NORMAL



ABILITY: SERENE GRACE  
ITEM: SHARP BEAK

CHARM  
GROWL  
PECK  
METRONOME

NORMAL  
NORMAL  
FLYING  
NORMAL





## BATTLE 4: LAMAG

GLASSES MAN ♂

Lamag's Pokémon are mostly Water- and Flying-types—zap them with Electric-type moves to multiply the damage you inflict. Wingull, Tailow and Zubat have learned Quick Attack, a low-powered move that allows them to strike first in the round.

### TAILLOW ♀

NORMAL-FLYING



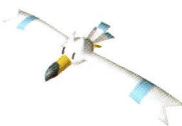
ABILITY: GUTS  
ITEM: FOCUS BAND

QUICK ATTACK  
ENDEAVOR  
WING ATTACK  
RAGE

NORMAL  
NORMAL  
FLYING  
NORMAL

### WINGULL ♂

WATER-FLYING



ABILITY: KEEN EYE  
ITEM: KING'S ROCK

QUICK ATTACK  
AGILITY  
WING ATTACK  
WATER PULSE

NORMAL  
PSYCHIC  
FLYING  
WATER

### CARVANHA ♂

WATER-DARK



ABILITY: ROUGH SKIN  
ITEM: LEFTOVERS

TAKE DOWN  
SCARY FACE  
CRUNCH  
WATERFALL

NORMAL  
NORMAL  
DARK  
WATER

### ZUBAT ♀

POISON-FLYING



ABILITY: INNER FOCUS  
ITEM: PERSIM BERRY

QUICK ATTACK  
CONFUSE RAY  
POISON FANG  
AIR CUTTER

NORMAL  
GHOST  
POISON  
FLYING

### GOLDEEN ♀

WATER



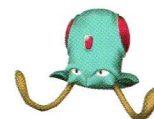
ABILITY: SWIFT SWIM  
ITEM: SCOPE LENS

AGILITY  
HORN ATTACK  
WATER PULSE  
MUD SPORT

PSYCHIC  
NORMAL  
WATER  
GROUND

### TENTACOO ♂

WATER-POISON



ABILITY: LIQUID OOOZE  
ITEM: QUICK CLAW

BUBBLEBEAM  
SLUDGE BOMB  
WRAP  
BARRIER

WATER  
POISON  
NORMAL  
PSYCHIC



## BATTLE 5: BUSEN

CHASER ♀

Give Busen's Normal-types and Dark-type a taste of your knuckle sandwich with fierce Fighting-type strikes. Poochyena's Thief skill and Zigzagoon's Trick move will swipe and swap your precious held items, but they won't be able to withstand an aggressive assault.

### POOCHYENA ♂

DARK



ABILITY: RUN AWAY  
ITEM: —

SWAGGER  
BITE  
TAKE DOWN  
THIEF

NORMAL  
DARK  
NORMAL  
DARK

### ZIGZAGOON ♀

NORMAL



ABILITY: PICKUP  
ITEM: MACHO BRACE

FLAIL  
HEADBUTT  
TAIL WHIP  
TRICK

NORMAL  
NORMAL  
NORMAL  
PSYCHIC

### RALTS ♂

PSYCHIC



ABILITY: SYNCHRONIZE  
ITEM: LUM BERRY

CONFUSION  
FUTURE SIGHT  
CALM MIND  
GROWL

PSYCHIC  
PSYCHIC  
PSYCHIC  
NORMAL

### SKITTY ♂

NORMAL



ABILITY: CUTE CHARM  
ITEM: SCOPE LENS

FAKE TEARS  
FAINT ATTACK  
CHARM  
TACKLE

DARK  
DARK  
NORMAL  
NORMAL

### WHISMUR ♀

NORMAL



ABILITY: SOUNDPROOF  
ITEM: LEFTOVERS

STOMP  
SUPERSONIC  
SCREECH  
HOWL

NORMAL  
NORMAL  
NORMAL  
NORMAL

### SHROOMISH ♂

GRASS



ABILITY: EFFECT SPORE  
ITEM: QUICK CLAW

STUN SPORE  
MEGA DRAIN  
LEECH SEED  
FAKE TEARS

GRASS  
GRASS  
GRASS  
DARK



## BATTLE 6: YAGON

BODYBUILDER ♀

Bodybuilder Yagon likes to crack heads with his Fighting- and Ground-type Pokémon—counter their brawn with Flying-type attacks. You should be able to muscle your way to victory, but beware of Makuhita's Fake Out strike—it'll cause your Pokémon to flinch.

### MEDITITE ♂

FIGHTING-PSYCHIC



ABILITY: PURE POWER  
ITEM: FOCUS BAND

HI JUMP KICK  
BRICK BREAK  
MEDITATE  
FOCUS PUNCH

FIGHTING  
FIGHTING  
PSYCHIC  
FIGHTING

### MAKUHITA ♀

FIGHTING



ABILITY: THICK FAT  
ITEM: PERSIM BERRY

FAKE OUT  
SMELLINGSALT  
SEISMIC TOSS  
ARM THRUST

NORMAL  
NORMAL  
FIGHTING  
FIGHTING

### MACHOP ♂

FIGHTING



ABILITY: GUTS  
ITEM: SCOPE LENS

SUBMISSION  
VITAL THROW  
FOCUS ENERGY  
LIGHT SCREEN

FIGHTING  
FIGHTING  
NORMAL  
PSYCHIC

### TEDDIURSA ♂

NORMAL



ABILITY: PICKUP  
ITEM: LUM BERRY

REST  
SNORE  
SCRATCH  
BULK UP

PSYCHIC  
NORMAL  
NORMAL  
FIGHTING

### PHANPY ♀

GROUND



ABILITY: PICKUP  
ITEM: QUICK CLAW

DEFENSE CURL  
ROLLOUT  
FLAIL  
BODY SLAM

NORMAL  
ROCK  
NORMAL  
NORMAL

### GEODUDE ♂

ROCK-GROUND



ABILITY: STURDY  
ITEM: LEFTOVERS

DEFENSE CURL  
ROLLOUT  
ROCK BLAST  
ROCK SLIDE

NORMAL  
ROCK  
ROCK  
ROCK



## SEMIFINAL: RADLE

### FUN OLD MAN ♂



Old man Radle may have a funky three-pronged hairstyle, but his Ghost- and Psychic-type Pokémon are nothing to snicker at. Radle's team members tend to have high defensive stats, making the battles drag on and on. Prepare a Pokémon with a strong Water-type strike to hose down Houndour and Baltoy if he pitches them into the fray. Several of his Pokémon may try to confuse your team—send Pokémon into battle with a Persim Berry to help them recover. Radle will get under your skin with potent Ghost-type assaults, but Normal-types will get off scot-free. Use Dark-type attacks to take the hot air out of his two Ghost-type Pokémon.

#### DUSKULL ♂

GHOST



ABILITY: LEVITATE  
ITEM: FOCUS BAND

NIGHT SHADE  
FAINT ATTACK  
CURSE  
CONFUSE RAY

GHOST  
DARK  
?  
GHOST

#### SHUPPET ♀

GHOST



ABILITY: INSOMNIA  
ITEM: SCOPE LENS

FAINT ATTACK  
SHADOW BALL  
CURSE  
NIGHT SHADE

DARK  
GHOST  
?  
GHOST

#### NATU ♂

PSYCHIC-FLYING



ABILITY: SYNCHRONIZE  
ITEM: PERSIM BERRY

CONFUSE RAY  
GIGA DRAIN  
NIGHT SHADE  
DRILL PECK

GHOST  
GRASS  
GHOST  
FLYING

#### BALTOY

GROUND-PSYCHIC



ABILITY: LEVITATE  
ITEM: LEFTOVERS

PSYBEAM  
COSMIC POWER  
TOXIC  
MUD-SLAP

PSYCHIC  
PSYCHIC  
POISON  
GROUND

#### HOUNDOUR ♀

DARK-FIRE



ABILITY: FLASH FIRE  
ITEM: SITRUS BERRY

BITE  
FLAMETHROWER  
SNATCH  
ROAR

DARK  
FIRE  
DARK  
NORMAL

#### HOOTHOOT ♂

NORMAL-FLYING



ABILITY: INSOMNIA  
ITEM: QUICK CLAW

HYPNOSIS  
DREAM EATER  
CONFUSION  
FORESIGHT

PSYCHIC  
PSYCHIC  
PSYCHIC  
NORMAL

## FINAL: TANGUT

### SUPERTRAINER ♀



Fans of Pokémon Ruby and Sapphire will notice that Tangut has chosen all three of the starting Pokémon from the games: Treecko, Torchic and Mudkip. Tangut hasn't risen to Supertrainer status without proving herself a superior tactician—she's taught her Pokémon some wickedly powerful attacks. Take special care to avoid pitching in Pokémon that have weaknesses to her Pokémon's skills—she won't hesitate to type-trump your Pokémon off the field. Also beware of Clamperl's devastating combo play: if it uses Rain Dance, its Waterfall will do double damage and set up Mudkip to do even worse damage with its own Water-type strikes when its Torrent ability kicks in.

#### TREECKO ♂

GRASS



ABILITY: OVERGROW  
ITEM: LUM BERRY

BITE  
GIGA DRAIN  
AERIAL ACE  
QUICK ATTACK

DARK  
GRASS  
FLYING  
NORMAL

#### TORCHIC ♀

FIRE



ABILITY: BLAZE  
ITEM: SITRUS BERRY

SAND-ATTACK  
FLAMETHROWER  
SLASH  
QUICK ATTACK

GROUND  
FIRE  
NORMAL  
NORMAL

#### MUDKIP ♂

WATER



ABILITY: TORRENT  
ITEM: FOCUS BAND

WATERFALL  
TAKE DOWN  
DIG  
MIRROR COAT

WATER  
NORMAL  
GROUND  
PSYCHIC

#### PIKACHU ♂

ELECTRIC



ABILITY: STATIC  
ITEM: LIGHT BALL

THUNDERBOLT  
SLAM  
LIGHT SCREEN  
THUNDER WAVE

ELECTRIC  
NORMAL  
PSYCHIC  
ELECTRIC

#### CLAMPERL ♀

WATER



ABILITY: SHELL ARMOR  
ITEM: DEEPSEATOOTH

WATERFALL  
CONFUSE RAY  
RAIN DANCE  
BLIZZARD

WATER  
GHOST  
WATER  
ICE

#### WYNAUT ♂

PSYCHIC



ABILITY: SHADOW TAG  
ITEM: LAX INCENSE

COUNTER  
MIRROR COAT  
ENCORE  
SAFEGUARD

FIGHTING  
PSYCHIC  
NORMAL  
NORMAL



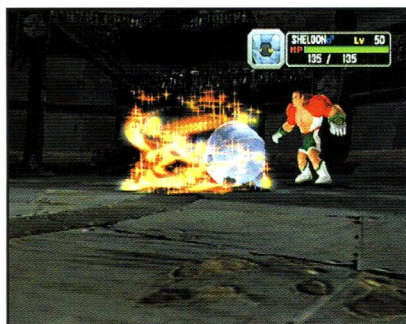
# PYRITE COLOSSEUM

**LEVEL 50: SINGLE BATTLE**

**POKé COUPON: 1,000 points**

## THE FINE ART OF THE SWAP

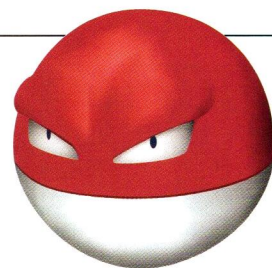
In Pyrite Colosseum, you'll need to utilize the type-trumping fundamentals you learned in Phenac Stadium and master another new strategy: swapping. To learn more about swapping your Pokémon strategically to use your type-trumping attacks, flip to page 11. Your rivals will play mostly pre-evolved Pokémon, but don't underestimate the ferocity of your foes. If swapping offensively won't help because all your Pokémon lack type-trumping attacks, use brute force and hit them with physical attacks. You'll face many Normal-types, so think about stocking your team with Fighting-type Pokémon that have same-type attacks—just watch out for the common Flying-types.



You'll face only two Dragon-type Pokémon in Pyrite Colosseum, but they're dangerous—counter their power with Ice- and Dragon-type strikes delivered by non-Dragon-types.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	<b>11</b>	<b>FLYING</b>	<b>7</b>
<b>FIRE</b>	<b>1</b>	<b>PSYCHIC</b>	<b>3</b>
<b>WATER</b>	<b>8</b>	<b>BUG</b>	<b>4</b>
<b>ELECTRIC</b>	<b>5</b>	<b>ROCK</b>	<b>8</b>
<b>GRASS</b>	<b>6</b>	<b>GHOST</b>	<b>2</b>
<b>ICE</b>	<b>2</b>	<b>DRAGON</b>	<b>2</b>
<b>FIGHTING</b>	<b>2</b>	<b>DARK</b>	<b>3</b>
<b>POISON</b>	<b>1</b>	<b>STEEL</b>	<b>3</b>
<b>GROUND</b>	<b>3</b>		



## RECOMMENDED ATTACK/POKéMON TYPES

### FIRE

Strike with Fire-type attacks to roast your opponent's Bug-, Grass-, Ice- and Steel-types. Fire-type strikes are one of only two attack types that are supereffective against Steel-types.

### ELECTRIC

A large portion of Pyrite opponents are Flying- and Water-type Pokémon—play Pokémon with juiced-up Electric-type attacks to type-trump them with high-voltage jolts.

### GRASS

Water- and Rock-type Pokémon are plentiful in Pyrite Colosseum, so you'd better bring along at least one Pokémon with a damaging Grass-type attack.

### ICE

Chill out your foe's Grass-, Ground-, Flying- and Dragon-types with an Ice-type strike. If you use an Ice-type Pokémon to get the same-type multiplier, beware common Rock- and Fighting-type attacks.

### FIGHTING

Pyrite Colosseum's Trainers have packed their squads with Normal-type Pokémon—take along a Fighting-type Pokémon with same-type attacks to smack them into submission.

## SPECIFIC MOVE RECOMMENDATIONS



Give your opponent's Water-, Ground- and Rock-types a sunburn with Solarbeam, a dazzling Grass-type attack.



Beat down the vast number of Rock-type Pokémon with Water-type strikes like Surf.



## TRAINER ALERT!

### BATTLE 2: KUKLA

The cool and calculating Kukla has instructed all of his Pokémon in the science of paralyzation. Stock your team with Pokémon armed with Ground-type attacks to dispatch his Electric-types and thwart his paralytic pursuits. Give your Pokémon Persim Berries—or, better yet, Lum Berries—to help them overcome a Paralyze condition.



**BATTLE 1: OMARL**  
**GLASSES MAN ♂**

Exploit the weakness of Omarl's Flying- and Dragon-type Pokémon by attacking with Ice-type attacks like Ice Beam. If you lack Ice-type skills, punch the lights out of his Normal-type Pokémon with offensive Fighting-type strikes.

**DELIBIRD ♂**

ICE-FLYING



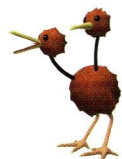
ABILITY: HUSTLE  
ITEM: CHOICE BAND

PRESENT  
AERIAL ACE  
FOCUS PUNCH  
AURORA BEAM

NORMAL  
FLYING  
FIGHTING  
ICE

**DODUO ♂**

NORMAL-FLYING



ABILITY: EARLY BIRD  
ITEM: SHARP BEAK

FLY  
TRI ATTACK  
TOXIC  
SUPERSONIC

FLYING  
NORMAL  
POISON  
NORMAL

**SWABLU ♂**

NORMAL-FLYING



ABILITY: NATURAL CURE  
ITEM: METAL COAT

FLY  
TOXIC  
MIRROR MOVE  
AGILITY

FLYING  
POISON  
FLYING  
PSYCHIC

**VIBRAVA ♂**

GROUND-DRAGON



ABILITY: LEVITATE  
ITEM: SOFT SAND

FAINT ATTACK  
DRAGONBREATH  
DIG  
FOCUS ENERGY

DARK  
DRAGON  
GROUND  
NORMAL

**WINGULL ♂**

WATER-FLYING



ABILITY: KEEN EYE  
ITEM: MYSTIC WATER

AGILITY  
AERIAL ACE  
WATER PULSE  
TWISTER

PSYCHIC  
FLYING  
WATER  
DRAGON

**BATTLE 2: KUKLA**  
**RESEARCHER ♂**

Kukla will command his Pokémon to use their Thunder Wave and Stun Spore attacks to paralyze your forces, leaving you helpless. Bust out your best Ground-type assaults to power down his Electric-type Pokémon and send him back to the lab.

**MAREEP ♂**

ELECTRIC



ABILITY: STATIC  
ITEM: MAGNET

THUNDER WAVE  
IRON TAIL  
THUNDER  
BODY SLAM

ELECTRIC  
STEEL  
ELECTRIC  
NORMAL

**MAGNEMITE**

ELECTRIC-STEEL



ABILITY: MAGNET PULL  
ITEM: SILK SCARF

THUNDER WAVE  
METAL SOUND  
THUNDER  
RETURN

ELECTRIC  
STEEL  
ELECTRIC  
NORMAL

**VOLTORB**

ELECTRIC



ABILITY: STATIC  
ITEM: SITRUS BERRY

SCREECH  
MIRROR COAT  
SPARK  
FRUSTRATION

NORMAL  
PSYCHIC  
ELECTRIC  
NORMAL

**CHINCHOU ♂**

WATER-ELECTRIC



ABILITY: VOLT ABSORB  
ITEM: MYSTIC WATER

THUNDER WAVE  
CONFUSE RAY  
HYDRO PUMP  
BLIZZARD

ELECTRIC  
GHOST  
WATER  
ICE

**SKIPLOOM ♂**

GRASS-FLYING



ABILITY: CHLOROPHYLL  
ITEM: MIRACLE SEED

STUN SPORE  
MEGA DRAIN  
AERIAL ACE  
ENCORE

GRASS  
GRASS  
FLYING  
NORMAL

**GLOOM ♂**

GRASS-POISON



ABILITY: CHLOROPHYLL  
ITEM: PERSIM BERRY

STUN SPORE  
MOONLIGHT  
PETAL DANCE  
FLAIL

GRASS  
NORMAL  
GRASS  
NORMAL

**BATTLE 3: SEET**  
**BODYBUILDER ♂**

Seet may appear to be an overmuscled meathead, but he had the smarts to teach his Pokémon the Double-Edge skill, which does a huge amount of damage then self-inflicts one-third of the pain, which barely nicks his high-HP team. Bury his squad with Ground-type attacks.

**RELICANTH ♂**

WATER-ROCK



ABILITY: ROCK HEAD  
ITEM: MYSTIC WATER

DOUBLE-EDGE  
ANCIENTPOWER  
HYDRO PUMP  
MAGNITUDE

NORMAL  
ROCK  
WATER  
GROUND

**LAIRON ♂**

STEEL-ROCK



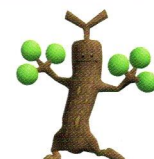
ABILITY: ROCK HEAD  
ITEM: METAL COAT

DOUBLE-EDGE  
IRON TAIL  
AERIAL ACE  
DIG

NORMAL  
STEEL  
FLYING  
GROUND

**SUDOWOODO ♂**

ROCK



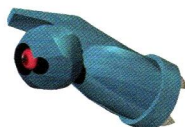
ABILITY: ROCK HEAD  
ITEM: BLACKGLASSES

DOUBLE-EDGE  
DIG  
BRICK BREAK  
SANDSTORM

NORMAL  
GROUND  
FIGHTING  
ROCK

**BELDUM**

STEEL-PSYCHIC



ABILITY: CLEAR BODY  
ITEM: CHOICE BAND

TAKE DOWN

NORMAL

**GRAVELER ♂**

ROCK-GROUND



ABILITY: ROCK HEAD  
ITEM: SOFT SAND

DOUBLE-EDGE  
MAGNITUDE  
ROCK TOMB  
ROCK SLIDE

NORMAL  
GROUND  
ROCK  
ROCK

**SHELGON ♂**

DRAGON



ABILITY: ROCK HEAD  
ITEM: CHARCOAL

DOUBLE-EDGE  
BRICK BREAK  
AERIAL ACE  
DRAGON DANCE

NORMAL  
FIGHTING  
FLYING  
DRAGON



## BATTLE 4: CHARL

### COOLTRAINER ♀

Charl's Pokémon are all pre-evolved, which means that they've gained many moves that their evolved counterparts wouldn't have. All six of her Pokémon are different types, making offensive type-trumping difficult, but watch your types defensively and take it one Pokémon at a time.

**PIKACHU ♀** ELECTRIC




ABILITY: STATIC  
ITEM: LIGHT BALL

THUNDER WAVE  
BRICK BREAK  
THUNDERBOLT  
IRON TAIL

ELECTRIC  
FIGHTING  
ELECTRIC  
STEEL

**PHANPY ♀** GROUND




ABILITY: PICKUP  
ITEM: SALAC BERRY

ENDURE  
FLAIL  
EARTHQUAKE  
ANCIENTPOWER

NORMAL  
NORMAL  
GROUND  
ROCK

**PSYDUCK ♀** WATER




ABILITY: CLOUD NINE  
ITEM: QUICK CLAW

ICE BEAM  
HYDRO PUMP  
CROSS CHOP  
PSYCHIC

ICE  
WATER  
FIGHTING  
PSYCHIC

**CHIKORITA ♀** GRASS




ABILITY: OVERGROW  
ITEM: SCOPE LENS

RAZOR LEAF  
BODY SLAM  
SYNTHESIS  
ANCIENTPOWER

GRASS  
NORMAL  
GRASS  
ROCK

**TEDDIURSA ♀** NORMAL



ABILITY: PICKUP  
ITEM: BRIGHT POWDER

AERIAL ACE  
BRICK BREAK  
SLASH  
EARTHQUAKE

FLYING  
FIGHTING  
NORMAL  
GROUND

**VULPIX ♀** FIRE



ABILITY: FLASH FIRE  
ITEM: LUM BERRY

FIRE BLAST  
WILL-O-WISP  
CONFUSE RAY  
FAINT ATTACK

FIRE  
FIRE  
GHOST  
DARK



## BATTLE 5: SENTON

### ATHLETE ♂

With supporting status-inflicting Pokémon at his disposal, Senton can wreak havoc on your squad. However, his Pokémon tend to have low HP and Special Defense stats, so use Fire- and Dark-type attacks to defeat him before they can mess with you.

**SUNFLORA ♂** GRASS




ABILITY: CHLOROPHYLL  
ITEM: MIRACLE SEED

BULLET SEED  
INGRAIN  
RAZOR LEAF  
LEECH SEED

GRASS  
GRASS  
GRASS  
GRASS

**HERACROSS ♂** BUG-FIGHTING




ABILITY: SWARM  
ITEM: BLACK BELT

BULK UP  
HORN ATTACK  
ROCK SMASH  
BIDE

FIGHTING  
NORMAL  
FIGHTING  
NORMAL

**CHIMECHO ♂** PSYCHIC




ABILITY: LEVITATE  
ITEM: TWISTEDSPOON

ASTONISH  
CONFUSION  
HEAL BELL  
HYPNOSIS

GHOST  
PSYCHIC  
NORMAL  
PSYCHIC

**NINJASK ♂** BUG-FLYING




ABILITY: SPEED BOOST  
ITEM: SILVER POWDER

SCREECH  
FURY SWIPES  
FURY CUTTER  
GUST

NORMAL  
NORMAL  
BUG  
FLYING

**SHARPEDO ♂** WATER-DARK




ABILITY: ROUGH SKIN  
ITEM: SILK SCARF

SWAGGER  
SCREECH  
TORMENT  
THRASH

NORMAL  
NORMAL  
DARK  
NORMAL

**BANETTE ♂** GHOST



ABILITY: INSOMNIA  
ITEM: SPELL TAG

NIGHT SHADE  
SPITE  
SNATCH  
DISABLE

GHOST  
GHOST  
DARK  
NORMAL




## BATTLE 6: RETAY

### WORKER ♂

Retay has assembled a team of exclusively Normal-type Pokémon, but they each wield a wide array of move and attack types. Mop the floor with Retay's Normal-type crew by tossing in a Pokémon with a burly Fighting-type strike.

**SPINDA ♀** NORMAL



ABILITY: OWN TEMPO  
ITEM: SILK SCARF

DIZZY PUNCH  
TEETER DANCE  
PSYBEAM  
ASSIST

NORMAL  
NORMAL  
PSYCHIC  
NORMAL

**LOUDRED ♂** NORMAL




ABILITY: SOUNDPROOF  
ITEM: TWISTEDSPOON

ASTONISH  
ROAR  
STOMP  
EXTRASENSORY

GHOST  
NORMAL  
NORMAL  
PSYCHIC

**LINOONE ♂** NORMAL




ABILITY: PICKUP  
ITEM: SILVER POWDER

COVET  
PIN MISSILE  
DIG  
CHARM

NORMAL  
BUG  
GROUND  
NORMAL

**KECLEON ♂** NORMAL




ABILITY: COLOR CHANGE  
ITEM: HARD STONE

AERIAL ACE  
SLASH  
ANCIENTPOWER  
DISABLE

FLYING  
NORMAL  
ROCK  
NORMAL

**DUNSPARCE ♂** NORMAL




ABILITY: SERENE GRACE  
ITEM: NEVERMELTICE

THUNDER  
ICE BEAM  
ANCIENTPOWER  
HEADBUTT

ELECTRIC  
ICE  
ROCK  
NORMAL

**FURRET ♀** NORMAL



ABILITY: KEEN EYE  
ITEM: SPELL TAG

DIG  
SHADOW BALL  
DOUBLE-EDGE  
ASSIST

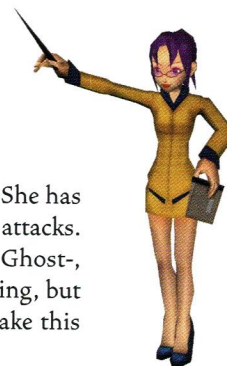
GROUND  
GHOST  
NORMAL  
NORMAL



## SEMIFINAL: CARDEN

TEACHER ♀

You'd better have studied type-trumping tactics, because Carden is about to administer a grueling examination. She has selected a diverse group of Pokémon, but you can type-trump many of them by using Fighting- and Grass-type attacks. Shedinja's Wonder Guard ability makes it immune to any attack that is not supereffective—only Fire-, Flying-, Ghost-, Rock- and Dark-type special attacks will damage it. Kadabra is quick and its move-disabling attacks are annoying, but its lack of an effective offensive attack makes it a mere nuisance. Follow the type-trumping fundamentals to take this teacher to school.



### CORSOLA ♀

WATER-ROCK



ABILITY: HUSTLE  
ITEM: HARD STONE

REFRESH  
SPIKE CANNON  
ROCK BLAST  
SCREECH

NORMAL  
NORMAL  
ROCK  
NORMAL

### SNEASEL ♂

DARK-ICE



ABILITY: KEEN EYE  
ITEM: NEVERMELTICE

FAINT ATTACK  
TAUNT  
ICY WIND  
COUNTER

DARK  
DARK  
ICE  
FIGHTING

### KADABRA ♂

PSYCHIC



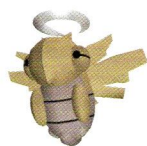
ABILITY: SYNCHRONIZE  
ITEM: TWISTED SPOON

TAUNT  
DISABLE  
PSYBEAM  
ENCORE

DARK  
NORMAL  
PSYCHIC  
NORMAL

### SHEDINJA

BUG-GHOST



ABILITY: WONDER GUARD  
ITEM: BLACKGLASSES

MIND READER  
FURY SWIPES  
FLASH  
FAINT ATTACK

NORMAL  
NORMAL  
NORMAL  
DARK

### HITMONTOP ♂

FIGHTING



ABILITY: INTIMIDATE  
ITEM: BLACK BELT

DETECT  
TRIPLE KICK  
FOCUS ENERGY  
MACH PUNCH

FIGHTING  
FIGHTING  
NORMAL  
FIGHTING

### STANTLER ♀

NORMAL



ABILITY: INTIMIDATE  
ITEM: MAGNET

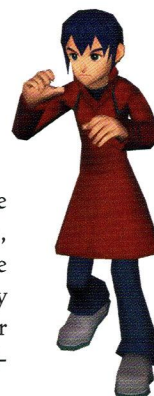
CALM MIND  
SHOCK WAVE  
BITE  
EXTRASENSORY

PSYCHIC  
ELECTRIC  
DARK  
PSYCHIC

## FINAL: GALLY

SUPERTRAINER ♂

Gally's team combines powerful healing and status-inflicting abilities with strong offensive attacks. Wash away the Rock-types with Water-type assaults. If Lombre uses Rain Dance, expect its Rain Dish to heal its HP each turn. Also, Lombre's Leech Seed attack allows it to heal itself by draining your Pokémon's energy vampirically—swap out the infected Pokémon and dispatch Lombre swiftly with a Poison- or Flying-type attack to avoid a protracted battle. Every Pokémon on Gally's team is a serious threat, but Clamperl is particularly noxious—its Toxic attack will brutalize your Pokémon with a potent poison. Zap Clamperl with a powerful Electric-type strike to sink it before it has a chance to poison your Pokémon.



### NOSEPASS ♂

ROCK



ABILITY: STURDY  
ITEM: QUICK CLAW

THUNDER WAVE  
ROCK SLIDE  
THUNDERBOLT  
MAGNITUDE

ELECTRIC  
ROCK  
ELECTRIC  
GROUND

### LOMBRE ♀

WATER-GRASS



ABILITY: RAIN DISH  
ITEM: LEFTOVERS

RAIN DANCE  
TOXIC  
WATER PULSE  
LEECH SEED

WATER  
POISON  
WATER  
GRASS

### NUZLEAF ♂

GRASS-DARK



ABILITY: EARLY BIRD  
ITEM: BLACKGLASSES

SWAGGER  
TORMENT  
FAINT ATTACK  
LEECH SEED

NORMAL  
DARK  
DARK  
GRASS

### CLAMPERL ♀

WATER



ABILITY: SHELL ARMOR  
ITEM: DEEPSEASCALE

CLAMP  
IRON DEFENSE  
TOXIC  
CONFUSE RAY

WATER  
STEEL  
POISON  
GHOST

### LILEEP ♀

ROCK-GRASS



ABILITY: SUCTION CUPS  
ITEM: HARD STONE

ACID  
ANCIENTPOWER  
GIGA DRAIN  
BARRIER

POISON  
ROCK  
GRASS  
PSYCHIC

### ANORITH ♂

ROCK-BUG



ABILITY: BATTLE ARMOR  
ITEM: SILVER POWDER

ROCK BLAST  
FURY CUTTER  
METAL CLAW  
SWORDS DANCE

ROCK  
BUG  
STEEL  
NORMAL



# PYRITE COLOSSEUM

**LEVEL 50: DOUBLE BATTLE** POKé COUPON: 1,000 points

## THE POWER OF THE PRE-EVOLVED

The trainers in Pyrite Colosseum have held back the evolution of their Pokémon to allow them to access moves sooner. They may not have the high stats of more-evolved Pokémon, but you'll see some surprising attacks. By this time, you should be a veteran offensive type-trumper, but you can no longer get away with concentrating only on offense—rival Trainers will strike at your Pokémon's weaknesses if you don't contemplate your defensive matchups carefully. You'll face more Water-, Ground- and Rock-type Pokémon than any other type—use the information below to craft a crew that will strike where your enemy is weakest.



Watch out for Water-type Pokémon with withering same-type attacks, like Bubblebeam or Waterfall. Avoid using the Rain Dance move, or you'll make them far more powerful.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	4	<b>FLYING</b>	4
<b>FIRE</b>	1	<b>PSYCHIC</b>	5
<b>WATER</b>	10	<b>BUG</b>	6
<b>ELECTRIC</b>	5	<b>ROCK</b>	8
<b>GRASS</b>	4	<b>GHOST</b>	0
<b>ICE</b>	3	<b>DRAGON</b>	3
<b>FIGHTING</b>	1	<b>DARK</b>	1
<b>POISON</b>	2	<b>STEEL</b>	5
<b>GROUND</b>	9		



## RECOMMENDED ATTACK/POKéMON TYPES

### GRASS

Counter Water-, Ground- and Rock-type Pokémon by playing Grass-types with same-type attacks. If you use a Grass-type Pokémon, you'll be taking a big risk: it's weak to five types of attacks.

### GROUND

Flatten your opponent's Electric- and Rock-type Pokémon with Earthquake, an effective Ground-type strike. Pair the attacker with a Flying-type so its partner won't be caught in the blast damage.

### FLYING

Flying-type Pokémon can't be damaged by Ground-type attacks. Flying-types are especially helpful when you face foes like Mauri, who has two Pokémon that use the brutal Earthquake attack.

### PSYCHIC

Include a Psychic-type Pokémon in your squad—they often have a high Speed stat that may allow them to attack first. Use Psychic-types to inflict your opponents with status conditions like Confuse.

### STEEL

Toxic is a vicious Poison-type attack—unlike other poisons, the damage Toxic inflicts increases exponentially each round. Counter with Steel-types, which are immune to Poison-type attacks.

## SPECIFIC MOVE RECOMMENDATIONS



When you go up against Pokémon that use Reflect or Light Screen, bust through with Brick Break.



Flame-broil your foe's Grass-, Steel- and Bug-type Pokémon with a searing Fire-type attack like Flamethrower.



## TRAINER ALERT!

### FINAL: MAURI

If you want to really lay the smack down on Mauri in the final round, you'll need to pack in a couple of fast Flying-type Pokémon with powerful attacks. Don't unbalance your squad by overloading it with Flying-types—you'll need a wide variety of types and attacks to reach the final round.



**BATTLE 1: BUSIK**

ATHLETE ♂

Busik must have been too busy working out to train his Pokémon properly—attack aggressively with type-trumping strikes. While you're at it, teach Wailmer and Corphish that water and electricity don't mix—hit them with Electric-type strikes.

**WAILMER ♂**

WATER



ABILITY: OBLIVIOUS  
ITEM: LEFTOVERS

WATER PULSE  
AMNESIA  
ROCK TOMB  
MIST

WATER  
PSYCHIC  
ROCK  
ICE

**CORPHISH ♀**

WATER



ABILITY: SHELL ARMOR  
ITEM: FOCUS BAND

MUD SPORT  
BUBBLEBEAM  
TAUNT  
AERIAL ACE

GROUND  
WATER  
DARK  
FLYING

**SNORUNT ♂**

ICE



ABILITY: INNER FOCUS  
ITEM: LUM BERRY

ICY WIND  
BITE  
HAIL  
POWDER SNOW

ICE  
DARK  
ICE  
ICE

**SWINUB ♂**

ICE-GROUND



ABILITY: OBLIVIOUS  
ITEM: QUICK CLAW

HAIL  
ENDURE  
TOXIC  
ROCK SMASH

ICE  
NORMAL  
POISON  
FIGHTING

**SENTRET ♀**

NORMAL



ABILITY: KEEN EYE  
ITEM: SITRUS BERRY

FURY SWIPES  
SLAM  
QUICK ATTACK  
DIG

NORMAL  
NORMAL  
NORMAL  
GROUND

**LEDYBA ♀**

BUG-FLYING



ABILITY: EARLY BIRD  
ITEM: PERSIM BERRY

SWIFT  
PSYBEAM  
GIGA DRAIN  
REFLECT

NORMAL  
PSYCHIC  
GRASS  
PSYCHIC

**BATTLE 2: TRIA**

ATHLETE ♀

Tria's Feebas has learned Mirror Coat, a move that allows it to strike second, counterattacking with double the special attack damage you inflicted on it. If it uses the move, avoid attacking with special attacks and assault it with hard-hitting physical attacks instead.

**SWABLU ♂**

STEEL-ROCK



ABILITY: NATURAL CURE  
ITEM: PERSIM BERRY

TAKE DOWN  
SAFEGUARD  
FURY ATTACK  
SING

NORMAL  
NORMAL  
NORMAL  
NORMAL

**FEEBAS ♀**

WATER



ABILITY: SWIFT SWIM  
ITEM: QUICK CLAW

CONFUSE RAY  
MIRROR COAT  
WATERFALL  
FLAIL

GHOST  
PSYCHIC  
WATER  
NORMAL

**CHINCHOU ♂**

WATER-ELECTRIC



ABILITY: VOLT ABSORB  
ITEM: LEFTOVERS

THUNDER WAVE  
CONFUSE RAY  
SPARK  
WATER PULSE

ELECTRIC  
GHOST  
ELECTRIC  
WATER

**ARON ♂**

STEEL-ROCK



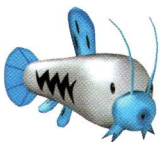
ABILITY: STURDY  
ITEM: SCOPE LENS

METAL CLAW  
HEADBUTT  
DIG  
METAL SOUND

STEEL  
NORMAL  
GROUND  
STEEL

**BARBOACH ♀**

WATER-GROUND



ABILITY: OBLIVIOUS  
ITEM: CHESTO BERRY

SPARK  
REST  
AMNESIA  
FUTURE SIGHT

ELECTRIC  
PSYCHIC  
PSYCHIC  
PSYCHIC

**HOPPIP ♀**

GRASS-FLYING



ABILITY: CHLOROPHYLL  
ITEM: LUM BERRY

COTTON SPORE  
MEGA DRAIN  
LEECH SEED  
SLEEP POWDER

GRASS  
GRASS  
GRASS  
GRASS

**BATTLE 3: STURK**

LADY ♀

Shake down Sturk's Electric-type Pokémon—Electrike and Mareep—with a bone-jarring Ground-type strike like Earthquake. Beldum holds a Choice Band, which it will use to multiply its Take Down attack damage by 1.5—smite the juggernaut with a Sleep condition.

**BAGON ♂**

DRAGON



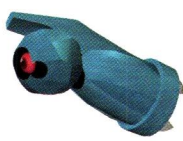
ABILITY: ROCK HEAD  
ITEM: FOCUS BAND

HEADBUTT  
DRAGONBREATH  
SCARY FACE  
LEER

NORMAL  
DRAGON  
NORMAL  
NORMAL

**BELDUM**

STEEL-PSYCHIC



ABILITY: CLEAR BODY  
ITEM: CHOICE BAND

TAKE DOWN

NORMAL

**STARU ♀**

WATER



ABILITY: NATURAL CURE  
ITEM: SCOPE LENSE

THUNDER  
BUBBLEBEAM  
LIGHT SCREEN  
CAMOUFLAGE

ELECTRIC  
WATER  
PSYCHIC  
NORMAL

**ELECTRIKE ♀**

ELECTRIC



ABILITY: STATIC  
ITEM: PERSIM BERRY

SPARK  
BITE  
QUICK ATTACK  
HOWL

ELECTRIC  
DARK  
NORMAL  
NORMAL

**MAREEP ♀**

ELECTRIC



ABILITY: STATIC  
ITEM: QUICK CLAW

GROWL  
THUNDER WAVE  
COTTON SPORE  
SHOCK WAVE

NORMAL  
ELECTRIC  
GRASS  
ELECTRIC

**LARVITAR ♀**

ROCK-GROUND



ABILITY: GUTS  
ITEM: LUM BERRY

THRASH  
DIG  
PURSUIT  
SANDSTORM

NORMAL  
GROUND  
DARK  
ROCK



### BATTLE 4: SYMIN

RICH BOY ♂

Although its attacks aren't all that powerful, Abra's Fire-, Ice- and Electric-type strikes could allow it to target your Pokémon's weaknesses—lay into it with a Bug-, Ghost- or Dark-type hit to dispatch it before it can lay waste to your team.

#### SANDSHREW ♂

GROUND



ABILITY: SAND VEIL  
ITEM: QUICK CLAW

SLASH  
TOXIC  
DIG  
SAND TOMB

NORMAL  
POISON  
GROUND  
GROUND

#### CHIKORITA ♂

GRASS



ABILITY: OVERGROW  
ITEM: PERSIM BERRY

RAZOR LEAF  
BODY SLAM  
SOLARBEAM  
ANCIENTPOWER

GRASS  
NORMAL  
GRASS  
ROCK

#### SLAKOTH ♂

NORMAL



ABILITY: TRUANT  
ITEM: CHOICE BAND

SLASH  
SHADOW BALL  
FAINT ATTACK  
AERIAL ACE

NORMAL  
GHOST  
DARK  
FLYING

#### ABRA ♂

PSYCHIC



ABILITY: SYNCHRONIZE  
ITEM: LUM BERRY

REFLECT  
FIRE PUNCH  
THUNDERPUNCH  
ICE PUNCH

PSYCHIC  
FIRE  
ELECTRIC  
ICE

#### CYNDQUIL ♀

FIRE



ABILITY: BLAZE  
ITEM: SCOPE LENS

FLAME WHEEL  
AERIAL ACE  
DIG  
SWIFT

FIRE  
FLYING  
GROUND  
NORMAL

#### TOTODILE ♂

WATER



ABILITY: TORRENT  
ITEM: FOCUS BAND

SLASH  
WATERFALL  
BITE  
SCARY FACE

NORMAL  
WATER  
DARK  
NORMAL



### BATTLE 5: GOLOG

HUNTER ♂

Five of Golog's six Pokémon are Bug-types—exterminate the pests with Fire-, Flying- or Rock-type attacks. Dustox and Ariados are armed with Toxic; if you have one handy, play a Steel-type Pokémon—it will effortlessly neutralize Toxic's venom.

#### MASQUERAIN ♂

BUG-FLYING



ABILITY: INTIMIDATE  
ITEM: SCOPE LENS

GIGA DRAIN  
BLIZZARD  
STUN SPORE  
WATER PULSE

GRASS  
ICE  
GRASS  
WATER

#### NUZLEAF ♂

GRASS-DARK



ABILITY: EARLY BIRD  
ITEM: FOCUS BAND

EXTRASENSORY  
SHADOW BALL  
GIGA DRAIN  
LEECH SEED

PSYCHIC  
GHOST  
GRASS  
GRASS

#### BEAUTIFLY ♀

BUG-FLYING



ABILITY: SWARM  
ITEM: PERSIM BERRY

SILVER WIND  
GIGA DRAIN  
ATTRACT  
SAFEGUARD

BUG  
GRASS  
NORMAL  
NORMAL

#### DUSTOX ♂

BUG-POISON



ABILITY: SHIELD DUST  
ITEM: CHERI BERRY

SILVER WIND  
AERIAL ACE  
TOXIC  
LIGHT SCREEN

BUG  
FLYING  
POISON  
PSYCHIC

#### LEDIAN ♀

BUG-FLYING



ABILITY: EARLY BIRD  
ITEM: LUM BERRY

GIGA DRAIN  
SILVER WIND  
TOXIC  
LIGHT SCREEN

GRASS  
BUG  
POISON  
PSYCHIC

#### ARIADOS ♂

BUG-POISON



ABILITY: INSOMNIA  
ITEM: QUICK CLAW

SIGNAL BEAM  
NIGHT SHADE  
TOXIC  
SPIDER WEB

BUG  
GHOST  
POISON  
BUG



### BATTLE 6: LABER

WORKER ♂

Laber has chosen an eclectic mix of Pokémon. Toss in a Water-type Pokémon with same-type attacks to double-type-trump Graveler and Pupitar. If Skiploom hits the field, it'll likely use Sunny Day—take Skiploom out quickly before it can use its sun-charged Solarbeam.

#### VIBRAVA ♀

GROUND-DRAGON



ABILITY: LEVITATE  
ITEM: SCOPE LENS

QUICK ATTACK  
CRUNCH  
HYPER BEAM  
DRAGONBREATH

NORMAL  
DARK  
NORMAL  
DRAGON

#### LOUDRED ♂

NORMAL



ABILITY: SOUNDPROOF  
ITEM: LEFTOVERS

UPROAR  
SHADOW BALL  
ROAR  
SCREECH

NORMAL  
GHOST  
NORMAL  
NORMAL

#### GRAVELER ♂

ROCK-GROUND



ABILITY: ROCK HEAD  
ITEM: FOCUS BAND

ROCK BLAST  
BRICK BREAK  
DOUBLE-EDGE  
MAGNITUDE

ROCK  
FIGHTING  
NORMAL  
GROUND

#### FLAAFFY ♀

ELECTRIC



ABILITY: STATIC  
ITEM: LUM BERRY

THUNDER WAVE  
THUNDERBOLT  
IRON TAIL  
PROTECT

ELECTRIC  
ELECTRIC  
STEEL  
NORMAL

#### SKIPLOOM ♀

GRASS



ABILITY: CHLOROPHYLL  
ITEM: PERSIM BERRY

COTTON SPORE  
SLEEP POWDER  
SOLARBEAM  
SUNNY DAY

GRASS  
GRASS  
GRASS  
FIRE

#### PUPITAR ♂

ROCK-GROUND



ABILITY: SHED SKIN  
ITEM: QUICK CLAW

THRASH  
EARTHQUAKE  
CRUNCH  
SANDSTORM

NORMAL  
GROUND  
DARK  
ROCK











## SEMIFINAL: GRAT

LADY IN SUIT ♀



Grat is a skillful tactician who has assembled a dangerous crew. Kirlia is a fast Psychic-type armed with Thunderbolt—knock it out as soon as Grat pitches it in. Don't go for the same-type multiplier; Sealeo and Seadra will obliterate a Grass-type Pokémon with their Ice-type attacks. Grat's three Water-type Pokémon—Sealeo, Marstomp and Seadra—are vulnerable to Electric-type attacks, but Grat will often pair them with Rhyhorn, whose Lightningrod ability draws Electric-type attacks away from his Water-type teammates and absorbs it without consequence. The Water-types are also vulnerable to Grass-type strikes.

<b>KIRLIA ♀</b>  <b>ABILITY:</b> SYNCHRONIZE <b>ITEM:</b> PERSIM BERRY <b>GROWL</b> <b>PSYCHIC</b> <b>THUNDERBOLT</b> <b>LIGHT SCREEN</b> <b>PSYCHIC</b> <b>ELECTRIC</b> <b>PSYCHIC</b>	<b>SEALEO ♂</b>  <b>ABILITY:</b> THICK FAT <b>ITEM:</b> LEFTOVERS <b>POWDER SNOW</b> <b>AURORA BEAM</b> <b>BODY SLAM</b> <b>BLIZZARD</b> <b>ICE</b> <b>ICE</b> <b>NORMAL</b> <b>ICE</b>	<b>RHYHORN ♂</b>  <b>ABILITY:</b> LIGHTNINGROD <b>ITEM:</b> SCOPE LENS <b>TAIL WHIP</b> <b>ROCK BLAST</b> <b>TAKE DOWN</b> <b>SCARY FACE</b> <b>NORMAL</b> <b>ROCK</b> <b>NORMAL</b> <b>NORMAL</b>
<b>VOLTORB</b>  <b>ABILITY:</b> SOUNDPROOF <b>ITEM:</b> KING'S ROCK <b>SWIFT</b> <b>THUNDERBOLT</b> <b>TOXIC</b> <b>SONICBOOM</b> <b>NORMAL</b> <b>ELECTRIC</b> <b>POISON</b> <b>NORMAL</b>	<b>MARSTOMP ♂</b>  <b>ABILITY:</b> TORRENT <b>ITEM:</b> FOCUS BAND <b>MUDDY WATER</b> <b>ENDEAVOR</b> <b>WATER PULSE</b> <b>MUD SHOT</b> <b>WATER</b> <b>NORMAL</b> <b>WATER</b> <b>GROUND</b>	<b>SEADRA ♀</b>  <b>ABILITY:</b> POISON POINT <b>ITEM:</b> LUM BERRY <b>TWISTER</b> <b>ICE BEAM</b> <b>WATERFALL</b> <b>DRAGONBREATH</b> <b>DRAGON</b> <b>ICE</b> <b>WATER</b> <b>DRAGON</b>









## FINAL: MAURI

SUPERTRAINER ♂



The battle royale with Mauri is a perfect time to play your Flying-type Pokémon. They enjoy several huge advantages over Mauri's crew—they can effortlessly hover over Earthquake attacks, they're naturally resistant to Metang's, Vigoroth's and Machoke's Fighting-type strikes and they can use Flying-type moves to destroy Machoke. Kadabra has an extremely high Special Attack stat and a miserably low Defense stat—play a speedy Pokémon with a harsh physical attack to dispatch it before it can put the hurt on your crew. Mauri's Pokémon may use Protect to shield themselves from Machoke and Lairon's Earthquake attack while your crew gets rumbled.

<b>KADABRA ♂</b>  <b>ABILITY:</b> INNER FOCUS <b>ITEM:</b> LUM BERRY <b>PSYCHIC</b> <b>FIRE PUNCH</b> <b>PROTECT</b> <b>ICE PUNCH</b> <b>PSYCHIC</b> <b>FIRE</b> <b>NORMAL</b> <b>ICE</b>	<b>METANG</b>  <b>ABILITY:</b> CLEAR BODY <b>ITEM:</b> PERSIM BERRY <b>METEOR MASH</b> <b>PSYCHIC</b> <b>BRICK BREAK</b> <b>PROTECT</b> <b>STEEL</b> <b>PSYCHIC</b> <b>FIGHTING</b> <b>NORMAL</b>	<b>SHELGON ♀</b>  <b>ABILITY:</b> ROCK HEAD <b>ITEM:</b> QUICK CLAW <b>DOUBLE-EDGE</b> <b>AERIAL ACE</b> <b>BRICK BREAK</b> <b>PROTECT</b> <b>NORMAL</b> <b>FLYING</b> <b>FIGHTING</b> <b>NORMAL</b>
<b>MACHOKE ♂</b>  <b>ABILITY:</b> GUTS <b>ITEM:</b> FOCUS BAND <b>CROSS CHOP</b> <b>EARTHQUAKE</b> <b>ROCK TOMB</b> <b>SCARY FACE</b> <b>FIGHTING</b> <b>GROUND</b> <b>ROCK</b> <b>NORMAL</b>	<b>VIGOROTH ♂</b>  <b>ABILITY:</b> VITAL SPIRIT <b>ITEM:</b> SCOPE LENS <b>SLASH</b> <b>FOCUS ENERGY</b> <b>ENDURE</b> <b>FOCUS PUNCH</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b> <b>FIGHTING</b>	<b>LAIRON ♂</b>  <b>ABILITY:</b> ROCK HEAD <b>ITEM:</b> LEFTOVERS <b>EARTHQUAKE</b> <b>BODY SLAM</b> <b>AERIAL ACE</b> <b>PROTECT</b> <b>GROUND</b> <b>NORMAL</b> <b>FLYING</b> <b>NORMAL</b>



# UNDER COLOSSEUM

**LEVEL 50: SINGLE BATTLE**

**POKé COUPON: 1,500 points**

## OUT FROM UNDERNEATH

Under Colosseum competitors don't rely merely on type-trumping tactics. Many of their Pokémon have moves that build up catastrophic combos. Their teams also work together to put powerful combos into play. One Pokémon may alter the weather, for instance, followed by a second Pokémon whose primary attack feeds off the climatic change. Under Colosseum battles are drawn-out fights, prolonged by healing moves and crippling condition-inflictions. Since your foes will tend to fight using Flying-, Bug- and Rock-type Pokémon with same-type attacks, use the recommended attack types below to sustain yourself over the long haul.



Status effects and healing are mainstays of Under Colosseum battles, so expect a long tug-of-war with each team. The key to winning is to whittle away your foes faster than they can take nicks out of your team.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	5	<b>FLYING</b>	7
<b>FIRE</b>	3	<b>PSYCHIC</b>	5
<b>WATER</b>	6	<b>BUG</b>	9
<b>ELECTRIC</b>	2	<b>ROCK</b>	8
<b>GRASS</b>	7	<b>GHOST</b>	1
<b>ICE</b>	3	<b>DRAGON</b>	0
<b>FIGHTING</b>	2	<b>DARK</b>	3
<b>POISON</b>	5	<b>STEEL</b>	5
<b>GROUND</b>	5		



## RECOMMENDED ATTACK/POKéMON TYPES

### GROUND

Ground-type attacks will go for the Rock-types' jugular and be critical for cracking the less-common Steel-types. They're ineffective against the common Flying- and Bug-types, however.

### FLYING

Flying-type strikes will cut down the oft-seen Bug-types and the rather common Grass-types. If you send in Flying-types, watch out for foes that use Rock-, Ice- or Electric-type attacks.

### PSYCHIC

Though Psychic-type strikes trump few Pokémon types in Under Colosseum, nondamaging moves like Light Screen and Reflect will shield your whole team from the onslaught.

### GHOST

Ghost-types with Ghost-type moves are always useful, because they're immune to Normal- and Fighting-type damage. You'll face five Psychic-types; inflict Ghost-type damage.

### DRAGON

Bring in Dragon-type Pokémon if you've got 'em. Though their Dragon-type attacks trump none but their own kind, they've got diverse resistance. Just watch out for Ice-type strikes.

## SPECIFIC MOVE RECOMMENDATIONS



In a war of attrition, Toxic is one of the best ways to cause more residual damage than your foe—its poison is strong.



A foe with Confuse status might not attack—and might hurt itself. With dead-on Accuracy, Confuse Ray works best.



## TRAINER ALERT!

### SEMIFINAL: KOU

Final-round Roblin is no slouch, but you can't get to him if you can't KO Kou's team. Her strategy is based on dishing back what her Pokémon suffer from physical attacks, special attacks or status effects. Balance your team's moves across all three categories to swerve around Kou's strategy.



## BATTLE 1: SAINZ

RICH BOY ♂

Most of Sainz's Pokémon are Bug-types, so Flying-type attacks will likely eradicate most of whatever battle trio he chooses. If he hurls his Rhyhorn onto the field, counter with Water-type attacks—the Ground-and-Rock-type Pokémon is doubly vulnerable.

### DUSTOX ♂

BUG-POISON



ABILITY: SHIELD DUST  
ITEM: SCOPE LENS

SILVER WIND  
SLUDGE  
SHADOW PUNCH  
AERIAL ACE

BUG  
POISON  
GHOST  
FLYING

### RHYHORN ♂

GROUND-ROCK



ABILITY: ROCK HEAD  
ITEM: QUICK CLAW

ROCK BLAST  
MEGAHORN  
CRUSH CLAW  
MAGNITUDE

ROCK  
BUG  
NORMAL  
GROUND

### YANMA ♂

BUG-FLYING



ABILITY: COMPOUNDEYES  
ITEM: LUM BERRY

SUPERSONIC  
SCREECH  
TOXIC  
SIGNAL BEAM

NORMAL  
NORMAL  
POISON  
BUG

### ARIADOS ♂

BUG-POISON



ABILITY: SWARM  
ITEM: FOCUS BAND

SCARY FACE  
SLUDGE  
NIGHT SHADE  
SIGNAL BEAM

NORMAL  
POISON  
GHOST  
BUG

### GROVYLE ♂

GRASS



ABILITY: OVERGROW  
ITEM: LEFTOVERS

GIGA DRAIN  
TOXIC  
PROTECT  
LEECH SEED

GRASS  
POISON  
NORMAL  
GRASS

### MASQUERAIN ♀

BUG-FLYING



ABILITY: INTIMIDATE  
ITEM: PERSIM BERRY

SILVER WIND  
STUN SPORE  
AERIAL ACE  
MUD SHOT

BUG  
GRASS  
FLYING  
GROUND

## BATTLE 2: FOSHE

TEACHER ♀

Foshe has taught all of her Pokémon the Attract move. Send out three genderless Pokémon to nullify the near-paralyzing move. If you can't do so, select a gender mix. Attract won't connect when the defender's gender is the same as the attacker's.

### DELCATTY ♀

NORMAL



ABILITY: CUTE CHARM  
ITEM: CHERI BERRY

ATTRACT  
CHARM  
ASSIST  
WISH

NORMAL  
NORMAL  
NORMAL  
NORMAL

### BEAUTIFLY ♂

BUG-FLYING



ABILITY: SWARM  
ITEM: FOCUS BAND

ATTRACT  
STUN SPORE  
SILVER WIND  
MORNING SUN

NORMAL  
GRASS  
BUG  
NORMAL

### ROSELIA ♀

GRASS-POISON



ABILITY: POISON POINT  
ITEM: LUM BERRY

ATTRACT  
GRASSWHISTLE  
LEECH SEED  
SYNTHESIS

NORMAL  
GRASS  
GRASS  
GRASS

### MAWILE ♀

STEEL



ABILITY: INTIMIDATE  
ITEM: LEFTOVERS

ATTRACT  
TORMENT  
TICKLE  
POISON FANG

NORMAL  
DARK  
NORMAL  
POISON

### LUVDISC ♂

WATER



ABILITY: SWIFT SWIM  
ITEM: SITRUS BERRY

ATTRACT  
RAIN DANCE  
WATER PULSE  
MUD SPORT

NORMAL  
WATER  
WATER  
GROUND

### KIRLIA ♀

PSYCHIC



ABILITY: TRACE  
ITEM: LAX INCENSE

ATTRACT  
HYPNOSIS  
DREAM EATER  
WILL-O'-WISP

NORMAL  
PSYCHIC  
PSYCHIC  
FIRE

## BATTLE 3: GLYA

BODYBUILDER ♀

Glya's Lunatone and Piloswine have a wicked Ice-type attack: Ice Beam. So if you stocked your Under team with Pokémon types that enhance the recommended attack types on page 62, avoid sending in your Ground-, Flying- or Dragon-types. They'll be frozen out in a flash.

### LUNATONE

ROCK-PSYCHIC



ABILITY: LEVITATE  
ITEM: LEFTOVERS

PSYCHIC  
ICE BEAM  
CALM MIND  
COSMIC POWER

PSYCHIC  
ICE  
PSYCHIC  
PSYCHIC

### METANG

STEEL-PSYCHIC



ABILITY: CLEAR BODY  
ITEM: LUM BERRY

METAL CLAW  
PSYCHIC  
BRICK BREAK  
AERIAL ACE

STEEL  
PSYCHIC  
FIGHTING  
FLYING

### ELECTRODE

ELECTRIC



ABILITY: STATIC  
ITEM: FOCUS BAND

THUNDERBOLT  
TORMENT  
EXPLOSION  
MIRROR COAT

ELECTRIC  
NORMAL  
NORMAL  
PSYCHIC

### WAILORD ♀

WATER



ABILITY: OBLIVIOUS  
ITEM: CHESTO BERRY

WATER SPOUT  
REST  
FISSURE  
SLEEP TALK

WATER  
PSYCHIC  
GROUND  
NORMAL

### PILOSWINE ♂

ICE-GROUND



ABILITY: OBLIVIOUS  
ITEM: QUICK CLAW

ICE BEAM  
AMNESIA  
ANCIENTPOWER  
MUD SHOT

ICE  
PSYCHIC  
ROCK  
GROUND

### ILLUMISE ♀

BUG



ABILITY: OBLIVIOUS  
ITEM: SCOPE LENS

THUNDERBOLT  
WATER PULSE  
GIGA DRAIN  
MOONLIGHT

ELECTRIC  
WATER  
GRASS  
NORMAL





## BATTLE 4: FOKIL

RIDER ♂

Fokil will use Perish Song, which knocks out both the attacker *and* the defender after three turns. Switch out your Pokémon to avoid the effect. If his Pokémon prevent your swaps with Wrap or Mean Look, KO two of them before the mass fainting to eke out a KO lead.

### SHUCKLE ♂

BUG-ROCK



ABILITY: STURDY  
ITEM: SITRUS BERRY

WRAP  
ENCORE  
REST  
TOXIC

NORMAL  
NORMAL  
PSYCHIC  
POISON

### MURKROW ♂

DARK-FLYING



ABILITY: INSOMNIA  
ITEM: BRIGHT POWDER

PERISH SONG  
PROTECT  
MEAN LOOK  
FLY

NORMAL  
NORMAL  
NORMAL  
FLYING

### MISDREAVUS ♀

GHOST



ABILITY: LEVITATE  
ITEM: FOCUS BAND

PERISH SONG  
PROTECT  
MEAN LOOK  
PAIN SPLIT

NORMAL  
NORMAL  
NORMAL  
NORMAL

### AZUMARILL ♀

WATER



ABILITY: THICK FAT  
ITEM: LEFTOVERS

PERISH SONG  
PROTECT  
TOXIC  
DIVE

NORMAL  
NORMAL  
POISON  
WATER

### BRELOOM ♂

GRASS-FIGHTING



ABILITY: EFFECT SPORE  
ITEM: LAX INCENSE

SPORE  
LEECH SEED  
FOCUS PUNCH  
DOUBLE TEAM

GRASS  
GRASS  
FIGHTING  
NORMAL

### WOBBUFFET ♂

PSYCHIC



ABILITY: SHADOW TAG  
ITEM: LUM BERRY

ENCORE  
COUNTER  
MIRROR COAT  
DESTINY BOND

NORMAL  
FIGHTING  
PSYCHIC  
GHOST



## BATTLE 5: SCIM

NEWS CASTER ♀

Scim's Pokémon change weather to amp their power: Rain Dance raises Water-type damage and Sunny Day magnifies Fire-type damage. The Grass-type Solarbeam also comes into play; it can fire *every* turn in sunny weather. Use Dragon-types—they resist all three attack types.

### CASTFORM ♀

NORMAL



ABILITY: FORECAST  
ITEM: QUICK CLAW

WEATHER BALL  
SUNNY DAY  
RAIN DANCE  
HAIL

NORMAL  
FIRE  
WATER  
ICE

### TORKOAL ♂

FIRE



ABILITY: WHITE SMOKE  
ITEM: CHESTO BERRY

BODY SLAM  
REST  
ERUPTION  
SLEEP TALK

NORMAL  
PSYCHIC  
FIRE  
NORMAL

### GLALIE ♂

ICE



ABILITY: INNER FOCUS  
ITEM: FOCUS BAND

ICY WIND  
BITE  
ICE BEAM  
HAIL

ICE  
DARK  
ICE  
ICE

### JUMPLUFF ♀

GRASS-FLYING



ABILITY: CHLOROPHYLL  
ITEM: CHERI BERRY

SUNNY DAY  
SYNTHESIS  
SOLARBEAM  
SLEEP POWDER

FIRE  
GRASS  
GRASS  
GRASS

### SEALEO ♂

ICE-WATER



ABILITY: THICK FAT  
ITEM: LEFTOVERS

SURF  
ICE BEAM  
EARTHQUAKE  
HAIL

WATER  
ICE  
GROUND  
ICE

### LANTURN ♀

WATER-ELECTRIC



ABILITY: VOLT ABSORB  
ITEM: SCOPE LENS

THUNDER  
HYDRO PUMP  
RAIN DANCE  
ICE BEAM

ELECTRIC  
WATER  
WATER  
ICE



## BATTLE 6: RINA

HUNTER ♀

You can go far by using Fire-type attacks on Rina's top row and Water-type strikes on her bottom row. But watch out for Rina's residual-damage tactic. Sandstorm and Toxic erode HP in a hurry. And Skarmory has the Spikes-Whirlwind combo, which can hack apart your whole team.

### FORRETRESS ♂

BUG-STEEL



ABILITY: STURDY  
ITEM: PERSIM BERRY

TOXIC  
EARTHQUAKE  
SANDSTORM  
SAND TOMB

POISON  
GROUND  
ROCK  
GROUND

### CACTURNE ♂

GRASS-DARK



ABILITY: SAND VEIL  
ITEM: BRIGHT POWDER

NEEDLE ARM  
FAINT ATTACK  
SANDSTORM  
GRASSWHISTLE

GRASS  
DARK  
ROCK  
GRASS

### SKARMORY ♀

STEEL-FLYING



ABILITY: STURDY  
ITEM: LEFTOVERS

AIR CUTTER  
SPIKES  
SANDSTORM  
WHIRLWIND

FLYING  
GROUND  
ROCK  
NORMAL

### SANDSLASH ♀

GROUND



ABILITY: SAND VEIL  
ITEM: LAX INCENSE

SANDSTORM  
EARTHQUAKE  
ROCK SLIDE  
AERIAL ACE

ROCK  
GROUND  
ROCK  
FLYING

### CAMERUPT ♂

FIRE-GROUND



ABILITY: MAGMA ARMOR  
ITEM: CHESTO BERRY

REST  
EARTHQUAKE  
ROCK SLIDE  
ERUPTION

PSYCHIC  
GROUND  
ROCK  
FIRE

### MAGCARGO ♂

FIRE-ROCK



ABILITY: MAGMA ARMOR  
ITEM: WHITE HERB

OVERHEAT  
EARTHQUAKE  
ROCK SLIDE  
SANDSTORM

FIRE  
GROUND  
ROCK  
ROCK



## SEMIFINAL: KOU

RIDER ♀



Kou's Pokémon all share the burden. Tentacruel and Cradily use Mirror Coat to move second, then return double any special-attack damage they suffered. Use Ground-type strikes (physical attacks) to hurt 'em badly without consequence. Hariyama and Zangoose use Counter—similar to Mirror Coat but with physical-attack damage—so use Psychic-type strikes (special attacks). Avoid using condition-inflicting moves on Grumpig and Absol—they use Magic Coat, which reflects such moves. It's a tricky dance, but if you master your switch-and-strike strategy, you can slip past Kou.

### TENTACRUEL ♀

WATER-POISON



ABILITY: CLEAR BODY  
ITEM: LEFTOVERS

TOXIC  
BARRIER  
WRAP  
MIRROR COAT

POISON  
PSYCHIC  
NORMAL  
PSYCHIC

### CRADILY ♀

ROCK-GRASS



ABILITY: SUCTION CUPS  
ITEM: PECHA BERRY

SLUDGE BOMB  
ANCIENTPOWER  
RECOVER  
MIRROR COAT

POISON  
ROCK  
NORMAL  
PSYCHIC

### HARIYAMA ♂

FIGHTING



ABILITY: THICK FAT  
ITEM: LUM BERRY

EARTHQUAKE  
BULK UP  
REVENGE  
COUNTER

GROUND  
FIGHTING  
FIGHTING  
FIGHTING

### ZANGOOSE ♂

NORMAL



ABILITY: IMMUNITY  
ITEM: FOCUS BAND

AERIAL ACE  
CRUSH CLAW  
BRICK BREAK  
COUNTER

FLYING  
NORMAL  
FIGHTING  
FIGHTING

### GRUMPIG ♂

PSYCHIC



ABILITY: THICK FAT  
ITEM: QUICK CLAW

MAGIC COAT  
SHOCK WAVE  
SNATCH  
EXTRASENSORY

PSYCHIC  
ELECTRIC  
DARK  
PSYCHIC

### ABSOL ♂

DARK-NORMAL



ABILITY: PRESSURE  
ITEM: SCOPE LENS

SHADOW BALL  
AERIAL ACE  
SNATCH  
MAGIC COAT

GHOST  
FLYING  
DARK  
PSYCHIC

## FINAL: ROBLIN

BANDANA GUY ♂



There's no easy way to slash through Bandana Guy Roblin's team with one or two types of attacks. So equip your Pokémon for a flashy assault that draws on a wide variety of moves. Send in a Flying-type with Flying-type attacks. But be careful. It will be immune to Ground-type Earthquake destruction—a frequent Roblin tactic—but be vulnerable to Armaldo's and Rhydon's Rock-type strikes. You'll need to be shifty and swap often to survive: use Ground-type hits against Aggron, Rhydon and Seviper; Water-type attacks on Rhydon and Armaldo; Flying-type strikes on Tropius; and Fighting-type attacks on Exploud. At all costs, prevent Aggron from using Sunny Day—Roblin's sun-related combos are stifling.

### ARMALDO ♂

ROCK-BUG



ABILITY: BATTLE ARMOR  
ITEM: LEFTOVERS

HYPER BEAM  
AERIAL ACE  
EARTHQUAKE  
ANCIENTPOWER

NORMAL  
FLYING  
GROUND  
ROCK

### EXPOULD ♀

NORMAL



ABILITY: SOUNDPROOF  
ITEM: SHELL BELL

HYPER BEAM  
HYPER VOICE  
EARTHQUAKE  
SWAGGER

NORMAL  
NORMAL  
GROUND  
NORMAL

### AGGRON ♂

STEEL-ROCK



ABILITY: STURDY  
ITEM: FOCUS BAND

DRAGON CLAW  
FLAMETHROWER  
SUNNY DAY  
SOLARBEAM

DRAGON  
FIRE  
FIRE  
GRASS

### RHYDON ♂

GROUND-ROCK



ABILITY: ROCK HEAD  
ITEM: QUICK CLAW

EARTHQUAKE  
MEGAHORN  
COUNTER  
ROCK SLIDE

GROUND  
BUG  
FIGHTING  
ROCK

### TROPIUS ♂

GRASS-FLYING



ABILITY: CHLOROPHYLL  
ITEM: LUM BERRY

MAGICAL LEAF  
AERIAL ACE  
EARTHQUAKE  
BODY SLAM

GRASS  
FLYING  
GROUND  
NORMAL

### SEVIPER ♂

POISON



ABILITY: SHED SKIN  
ITEM: SCOPE LENS

EARTHQUAKE  
POISON TAIL  
FLAMETHROWER  
GIGA DRAIN

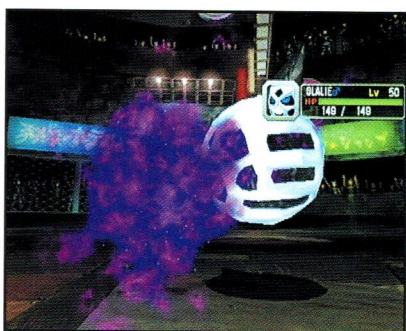
GROUND  
POISON  
FIRE  
GRASS

# UNDER COLOSSEUM

**LEVEL 50: DOUBLE BATTLE** POKÉ COUPON: 1,500 points

## UNDER THE WEATHER

The Trainers in Under Colosseum have a wide variety of Pokémon, and they all know a vast array of moves. You usually won't be able to hone in on one specific weakness, so you'll need to bring a team that's very adaptable and also knows a wide array of moves. The only chink in the Trainer's armor is a reliance on Water-type Pokémon and a slight vulnerability to strong Ground-type attacks. Bring Pokémon that know Electric-type and Ground-type moves—Earthquake and Thunder, especially, will make your battles easier. Partner them with Flying-type Pokémon or those that have the Levitate ability—they'll be able to avoid Earthquake's damaging effects.



Combo attacks are a main concern in Under Colosseum. Focus on one Pokémon at a time to cut the combo off at the source.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	<b>8</b>	<b>FLYING</b>	<b>5</b>
<b>FIRE</b>	<b>3</b>	<b>PSYCHIC</b>	<b>6</b>
<b>WATER</b>	<b>12</b>	<b>BUG</b>	<b>4</b>
<b>ELECTRIC</b>	<b>5</b>	<b>ROCK</b>	<b>6</b>
<b>GRASS</b>	<b>4</b>	<b>GHOST</b>	<b>0</b>
<b>ICE</b>	<b>2</b>	<b>DRAGON</b>	<b>0</b>
<b>FIGHTING</b>	<b>1</b>	<b>DARK</b>	<b>2</b>
<b>POISON</b>	<b>4</b>	<b>STEEL</b>	<b>3</b>
<b>GROUND</b>	<b>4</b>		



## RECOMMENDED ATTACK/POKÉMON TYPES

### GROUND

If Ground-type Pokémon use same-type attacks, they'll be extra-effective against Electric- and Poison-types. Ground-types also resist Electric-type attacks—which is useful during the final battle.

### FLYING

If you're planning on using Earthquake, bring Flying-types. They also have good Speed ratings, so they can finish off a weakened foe before it launches a final deadly attack.

### PSYCHIC

Psychic-type Pokémon that have learned Psychic- and Electric-type moves will be especially welcome, as they can help out against pesky Water- and Fighting-types.

### ELECTRIC

There are 12 Water-type Pokémon in Under Colosseum, which gives strong Electric-type attacks a huge advantage. There are also very few Ground-type Pokémon to deal with.

### STEEL

Steel-types have high Defense and are resistant to Poison conditions. They will be quite useful during Baben's battle; most of his Pokémon know Toxic.

## SPECIFIC MOVE RECOMMENDATIONS



Many enemy Pokémon are susceptible to Ground-type moves, and Earthquake strikes both foes simultaneously.



Thunder packs a wallop and can cause a Paralyze condition. Bring in a storm to make it more effective.



## TRAINER ALERT!


### BATTLE 2: ORDEN

Orden's Pokémon specialize in the one-hit KO. Most of his Pokémon are Water-types, however, so you can use powerful Electric-type moves such as Thunder to return the favor. This battle is not the time to use status-altering moves such as Toxic—you want to end the fight as fast as possible.



**BATTLE 1: SCIET**  
**FUN OLD MAN ♂**

**WEEZING ♀** POISON




ABILITY: LEVITATE  
ITEM: PERSIM BERRY

SLUDGE BOMB  
SHADOW BALL  
HAZE  
WILL-O-WISP

POISON  
GHOST  
ICE  
FIRE

**SEVIPER ♂** POISON




ABILITY: SHED SKIN  
ITEM: QUICK CLAW

POISON FANG  
GLARE  
CRUNCH  
SCREECH

POISON  
NORMAL  
DARK  
NORMAL

Grumpig and Magcargo can both present problems, but a strong Ground-type Pokémon that knows Earthquake will turn the battle in your favor. Pelipper's Ice Beam is also a major concern—use Electric-type moves to bring the Water-and-Flying type down to earth.

**MAGCARGO ♀** FIRE-ROCK




ABILITY: FLAME BODY  
ITEM: BRIGHT POWDER

FLAMETHROWER  
SUNNY DAY  
ROCK TOMB  
ACID ARMOR

FIRE  
FIRE  
ROCK  
POISON

**SPINDA ♂** NORMAL




ABILITY: OWN TEMPO  
ITEM: FOCUS BAND

DIZZY PUNCH  
PSYCH UP  
HYPNOSIS  
FAINT ATTACK

NORMAL  
NORMAL  
PSYCHIC  
DARK

**GRUMPIG ♂** PSYCHIC




ABILITY: OWN TEMPO  
ITEM: LUM BERRY

PSYCHIC  
REFLECT  
CONFUSE RAY  
MAGIC COAT

PSYCHIC  
PSYCHIC  
GHOST  
PSYCHIC

**PELIPPER ♀** WATER-FLYING



ABILITY: KEEN EYE  
ITEM: SCOPE LENS


WING ATTACK  
ICE BEAM  
GROWL  
WATER PULSE

FLYING  
ICE  
NORMAL  
WATER

**BATTLE 2: ORDEN**  
**RIDER ♂**

Work hard to set up favorable type advantages so you can end the battle quickly—even your strongest Pokémon can be KO'd in a single hit by any member of Orden's team. All four of the Water-types can be done in with strong Electric-type moves, however.

**PINSIR ♂** BUG




ABILITY: HYPER CUTTER  
ITEM: FOCUS BAND

GUILLOTINE  
REVENGE  
SEISMIC TOSS  
FAINT ATTACK

NORMAL  
FIGHTING  
FIGHTING  
DARK

**CRAWDAUNT ♀** WATER-DARK



ABILITY: SHELL ARMOR  
ITEM: LUM BERRY

GUILLOTINE  
CRABHAMMER  
ENDEAVOR  
ROCK TOMB

NORMAL  
WATER  
NORMAL  
ROCK

**WALREIN ♀** ICE-WATER



ABILITY: THICK FAT  
ITEM: BRIGHT POWDER

SHEER COLD  
BLIZZARD  
BODY SLAM  
HAIL

ICE  
ICE  
NORMAL  
ICE

**WHISCASH ♀** WATER-GROUND



ABILITY: OBLIVIOUS  
ITEM: SCOPE LENS

FISSURE  
MAGNITUDE  
FUTURE SIGHT  
SPARK

GROUND  
GROUND  
PSYCHIC  
ELECTRIC

**SEAKING ♂** WATER



ABILITY: SWIFT SWIM  
ITEM: SITRUS BERRY

HORN DRILL  
MUD SPORT  
SURF  
RAIN DANCE

NORMAL  
GROUND  
WATER  
WATER

**SMEARGLE ♂** NORMAL



ABILITY: OWN TEMPO  
ITEM: LEFTOVERS

SHEER COLD  
GUILLOTINE  
ICY WIND  
ENCORE

ICE  
NORMAL  
ICE  
NORMAL

**BATTLE 3: BABEN**  
**GUY ♂**

Baben's strategy is to hurt your team with status-altering attacks such as Toxic and Leech Seed, then sit back and wait for you to keel over. Electric- and Fire-type attacks are essential to your success, as are any abilities or items that resist poison.

**LOMBRE ♀** WATER-GRASS




ABILITY: RAIN DISH  
ITEM: LEFTOVERS

TOXIC  
LEECH SEED  
DIVE  
RAIN DANCE

POISON  
GRASS  
WATER  
WATER

**MANTINE ♀** WATER-FLYING



ABILITY: SWIFT SWIM  
ITEM: FOCUS BAND

TOXIC  
DIVE  
CONFUSE RAY  
ICE BEAM

POISON  
WATER  
GHOST  
ICE

**MUK ♂** POISON




ABILITY: STICKY HOLD  
ITEM: BRIGHT POWDER

TOXIC  
MEAN LOOK  
SLUDGE BOMB  
DIG

POISON  
NORMAL  
POISON  
GROUND

**GLALIE ♂** ICE



ABILITY: INNER FOCUS  
ITEM: SITRUS BERRY

TOXIC  
HAIL  
BLOCK  
CRUNCH

POISON  
ICE  
NORMAL  
DARK

**SUNFLORA ♀** GRASS




ABILITY: CHLOROPHYLL  
ITEM: SCOPE LENS

TOXIC  
LEECH SEED  
GIGA DRAIN  
RAZOR LEAF

POISON  
GRASS  
GRASS  
GRASS

**FORRETRESS ♂** BUG-STEEL



ABILITY: STURDY  
ITEM: LUM BERRY

TOXIC  
SPIKES  
SANDSTORM  
DIG

POISON  
GROUND  
ROCK  
GROUND

**BATTLE 4: DENAW****TEACHER ♀**

If you know a strong Water-type move such as Waterfall, use it on Torkoal and Camerupt. Earthquake will also be a major boon, as many of Denaw's Pokémon are weak against Ground-type moves. Girafarig is a bit of a wild card—try putting it to sleep and whittling it down.

**GIRAFARIG ♂**

NORMAL-PSYCHIC


 ABILITY: INNER FOCUS  
 ITEM: QUICK CLAW

 WISH  
 AGILITY  
 STOMP  
 PSYCHIC  
 NORMAL  
 PSYCHIC  
 PSYCHIC
**CAMERUPT ♀**

FIRE-GROUND


 ABILITY: MAGMA ARMOR  
 ITEM: LUM BERRY

 ERUPTION  
 REST  
 SCARY FACE  
 TOXIC  
 FIRE  
 PSYCHIC  
 NORMAL  
 POISON
**TORKOAL ♂**

FIRE


 ABILITY: WHITE SMOKE  
 ITEM: CHESTO BERRY

 ERUPTION  
 REST  
 BODY SLAM  
 CURSE  
 FIRE  
 PSYCHIC  
 NORMAL  
 ?
**WAILORD ♂**

WATER


 ABILITY: OBLIVIOUS  
 ITEM: LEFTOVERS

 WATER SPOUT  
 REST  
 SLEEP TALK  
 DOUBLE TEAM  
 WATER  
 PSYCHIC  
 NORMAL  
 NORMAL
**XATU ♂**

PSYCHIC-FLYING


 ABILITY: EARLY BIRD  
 ITEM: FOCUS BAND

 WISH  
 DRILL PECK  
 PSYCHIC  
 REST  
 NORMAL  
 FLYING  
 PSYCHIC  
 PSYCHIC
**WIGGLYTUFF ♀**

NORMAL


 ABILITY: CUTE CHARM  
 ITEM: SCOPE LENS

 WISH  
 PSYCHIC  
 THUNDERBOLT  
 BODY SLAM  
 NORMAL  
 PSYCHIC  
 ELECTRIC  
 NORMAL
**BATTLE 5: KIBBE****RIDER ♀**

All but one of Kibbe's Pokémon know Protect. The move becomes less effective when used consecutively, so strike hard at any Pokémon that used it in the previous turn. Ground- and Electric-type moves will sweep through most of Kibbe's team like a scythe through wheat.

**DODRIO ♂**

NORMAL-FLYING


 ABILITY: EARLY BIRD  
 ITEM: SCOPE LENS

 PROTECT  
 PURSUIT  
 DRILL PECK  
 TRI ATTACK  
 NORMAL  
 DARK  
 FLYING  
 NORMAL
**SWALOT ♀**

POISON


 ABILITY: LIQUID OOOZE  
 ITEM: LAX INCENSE

 YAWN  
 DREAM EATER  
 SLUDGE BOMB  
 PROTECT  
 NORMAL  
 PSYCHIC  
 POISON  
 NORMAL
**MURKROW ♂**

DARK-FLYING


 ABILITY: INSOMNIA  
 ITEM: BRIGHT POWDER

 PROTECT  
 PURSUIT  
 AERIAL ACE  
 SHADOW BALL  
 NORMAL  
 DARK  
 FLYING  
 GHOST
**QUAGSIRE ♀**

WATER-GROUND


 ABILITY: WATER ABSORB  
 ITEM: QUICK CLAW

 YAWN  
 EARTHQUAKE  
 BRICK BREAK  
 PROTECT  
 NORMAL  
 GROUND  
 FIGHTING  
 NORMAL
**CHIMECHO ♀**

PSYCHIC


 ABILITY: LEVITATE  
 ITEM: LUM BERRY

 YAWN  
 DREAM EATER  
 PSYCHIC  
 PROTECT  
 NORMAL  
 PSYCHIC  
 PSYCHIC  
 NORMAL
**NOCTOWL ♂**

NORMAL-FLYING


 ABILITY: INSOMNIA  
 ITEM: KING'S ROCK

 HYPNOSIS  
 DREAM EATER  
 PSYCHIC  
 AERIAL ACE  
 PSYCHIC  
 PSYCHIC  
 FLYING
**BATTLE 6: DEFREN****CHASER ♂**

Defren's strategy relies on Counter and Mirror Coat. Always use a physical-attack specialist (like a Ground-type Pokémon) and a special-attack specialist (like a Psychic-type Pokémon). For a quick victory, attack his Pokémon with the type that won't be hurt by a counterattack.

**ZANGOOSE ♂**

NORMAL


 ABILITY: IMMUNITY  
 ITEM: SCOPE LENS

 COUNTER  
 SLASH  
 SWORDS DANCE  
 DETECT  
 FIGHTING  
 NORMAL  
 NORMAL  
 FIGHTING
**CORSOLA ♀**

WATER-ROCK


 ABILITY: NATURAL CURE  
 ITEM: PERSIM BERRY

 MIRROR COAT  
 RECOVER  
 BUBBLEBEAM  
 ICE BEAM  
 PSYCHIC  
 NORMAL  
 WATER  
 ICE
**DONPHAN ♀**

GROUND


 ABILITY: STURDY  
 ITEM: FOCUS BAND

 COUNTER  
 DOUBLE-EDGE  
 ROCK TOMB  
 FLAIL  
 FIGHTING  
 NORMAL  
 ROCK  
 NORMAL
**MILOTIC ♀**

WATER


 ABILITY: MARVEL SCALE  
 ITEM: LEFTOVERS

 MIRROR COAT  
 RECOVER  
 WATERFALL  
 ICE BEAM  
 PSYCHIC  
 NORMAL  
 WATER  
 ICE
**MEGANIUM ♂**

GRASS


 ABILITY: OVERGROW  
 ITEM: CITRUS BERRY

 COUNTER  
 BODY SLAM  
 RAZOR LEAF  
 SYNTHESIS  
 FIGHTING  
 NORMAL  
 GRASS  
 GRASS
**CRADILY ♂**

ROCK-GRASS


 ABILITY: SUCTION CUPS  
 ITEM: LUM BERRY







 SLUDGE BOMB  
 ANCIENTPOWER  
 MIRROR COAT  
 TOXIC  
 POISON  
 ROCK  
 PSYCHIC  
 POISON


## SEMIFINAL: MILAG

HUNTER ♀

Milag likes to use combos to decimate your team, especially Thunder Wave followed by Smellingsalt. Lead with a strong Ground- and Ghost-type Pokémon to annul the combo. If Magnetron or Raichu is on the field (or both), use Earthquake or another strong Ground-type move to take the Electric-type Pokémon out of the battle. (If you have a Ghost-type that knows Levitate, so much the better. If not, you might want to sacrifice it to eliminate two opposing Pokémon.) The Paralyze condition is a constant concern against Milag—berries and other held items can fix the status condition.







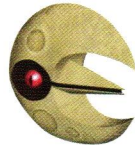
<b>MAGNETON</b> ELECTRIC-STEEL  ABILITY: STURDY ITEM: LUM BERRY THUNDER WAVE THUNDERBOLT TRI ATTACK PROTECT ELECTRIC ELECTRIC NORMAL NORMAL	<b>MACHAMP ♂</b> FIGHTING  ABILITY: GUTS ITEM: FOCUS BAND SMELLINGSALT CROSS CHOP EARTHQUAKE VITAL THROW NORMAL FIGHTING GROUND FIGHTING	<b>RAICHU ♀</b> ELECTRIC  ABILITY: STATIC ITEM: BRIGHT POWDER THUNDER WAVE THUNDERBOLT ENCORE PROTECT ELECTRIC ELECTRIC NORMAL NORMAL
<b>AGGRON ♂</b> STEEL-ROCK  ABILITY: ROCK HEAD ITEM: SCOPE LENS SMELLINGSALT EARTHQUAKE DOUBLE-EDGE IRON TAIL NORMAL GROUND NORMAL STEEL	<b>EXPLOUD ♂</b> NORMAL  ABILITY: SOUNDPROOF ITEM: SHELL BELL SMELLINGSALT HYPER VOICE EARTHQUAKE SHADOW BALL NORMAL NORMAL GROUND GHOST	<b>OCTILLERY ♀</b> WATER  ABILITY: SUCTION CUPS ITEM: QUICK CLAW THUNDER WAVE OCTAZOOKA ICE BEAM PSYCHIC ELECTRIC WATER ICE PSYCHIC

## FINAL: HOLOH

SUPERTRAINER ♀

If you took our advice at the beginning and brought along Pokémon with strong Ground-type moves, you should be in good position to win the final battle. Plusle and Minun (who are often Holoh's starting Pokémon) like to use Rain Dance followed by Thunder—but if you lead with a Ground-type Pokémon, you can nullify that combo right off the bat. Solrock and Lunatone are also vulnerable to Ground-type moves, while Volbeat and Illumise are best handled with Fire-type moves. If you run into trouble, try to inflict Sleep or Paralyze status conditions. Illumise can cause trouble with its Helping Hand and Encore moves, so try to KO it as quickly as you can.



<b>PLUSLE ♂</b> ELECTRIC  ABILITY: PLUS ITEM: MAGNET QUICK ATTACK RETURN HIDDEN POWER THUNDER NORMAL NORMAL NORMAL ELECTRIC	<b>MINUN ♀</b> ELECTRIC  ABILITY: MINUS ITEM: BRIGHT POWDER THUNDER RETURN HIDDEN POWER RAIN DANCE ELECTRIC NORMAL NORMAL WATER	<b>VOLBEAT ♂</b> BUG  ABILITY: SWARM ITEM: LAX INCENSE THUNDER TAIL GLOW BATON PASS LIGHT SCREEN ELECTRIC BUG NORMAL PSYCHIC
<b>ILLUMISE ♀</b> BUG  ABILITY: OBLIVIOUS ITEM: SCOPE LENS RAIN DANCE THUNDER HELPING HAND ENCORE WATER ELECTRIC NORMAL NORMAL	<b>SOLROCK</b> ROCK-PSYCHIC  ABILITY: LEVITATE ITEM: CHESTO BERRY ROCK TOMB COSMIC POWER SHADOW BALL REST ROCK PSYCHIC GHOST PSYCHIC	<b>LUNATONE</b> ROCK-PSYCHIC  ABILITY: LEVITATE ITEM: LEFTOVERS HYPNOSIS CALM MIND PSYCHIC HIDDEN POWER PSYCHIC PSYCHIC PSYCHIC NORMAL

# ORRE COLOSSEUM

**LEVEL 50: SINGLE BATTLE**

**POKé COUPON: 2,000 points**

## LEARN THE ORRE LORE

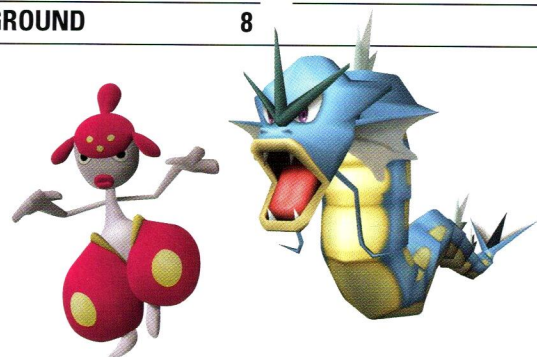
Orre Colosseum is the final Level 50 Single Battle, and naturally, it's also the toughest. The Trainers are adept at using a wide variety of Pokémon that know different types of moves, and they'll go for the jugular if you stumble into a type mismatch. Water-type Pokémon rule the roost in Orre Colosseum—you'll meet 14 of them in the battles; Normal-, Ground- and Flying-types come in second at eight each. Electric-type attacks will destroy the Water-types, while Ice-type attacks can seriously damage the Ground- and Flying-types. Many Trainers will try to KO you ASAP, so concentrate on strong attacks as opposed to status conditions.



Ghols's Seaking is a Water-type, the most common type in Orre Colosseum. Its Horn Drill attack will cut you down if it connects.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	<b>8</b>	<b>FLYING</b>	<b>8</b>
<b>FIRE</b>	<b>3</b>	<b>PSYCHIC</b>	<b>6</b>
<b>WATER</b>	<b>14</b>	<b>BUG</b>	<b>2</b>
<b>ELECTRIC</b>	<b>2</b>	<b>ROCK</b>	<b>2</b>
<b>GRASS</b>	<b>5</b>	<b>GHOST</b>	<b>2</b>
<b>ICE</b>	<b>1</b>	<b>DRAGON</b>	<b>2</b>
<b>FIGHTING</b>	<b>2</b>	<b>DARK</b>	<b>4</b>
<b>POISON</b>	<b>2</b>	<b>STEEL</b>	<b>0</b>
<b>GROUND</b>	<b>8</b>		



## RECOMMENDED ATTACK/POKéMON TYPES

### NORMAL

A Normal-type Pokémon with a wide variety of moves will be welcome. In addition to matching up well against a range of foes, it's a useful defense against the two Ghost-types.

### GROUND

Ground-type Pokémon that know Ground-type moves (especially Earthquake) are very helpful. They can deal with the Fire- and Poison-type Pokémon that appear in the later matches.

### ELECTRIC

A Pokémon with good Electric-type skills is almost a necessity. With 22 Water-type and Flying-type opponents, you can use the moves in almost every battle.

### ICE

Try hard to bring an Ice-type Pokémon that knows Ice-type moves. It will be helpful for eliminating Grass- and Dragon-type foes. Just keep it far away from Fire-type moves!

### STEEL

Steel-type attacks won't be a tremendous help, but Steel-type Pokémon tend to have good defensive stats, which can aid in some of the longer battles you'll face.

## SPECIFIC MOVE RECOMMENDATIONS



The Ice Beam will lay waste to Grass-, Ground- and Flying-types. As a bonus, it may cause a Freeze condition.



Thunderbolt has a higher Accuracy rating than Thunder. It's the way to go when facing a Water-type opponent.



## TRAINER ALERT!

### BATTLE 4: LUDUM

All of Ludum's Pokémon know Hidden Power—a Normal-type move that causes varying amounts of damage depending on who is using it. To counter the sometimes devastating effects of Hidden Power, send out a tough Steel-type (for its defensive type) or Normal-type (which often get huge HP) and try to eliminate her team quickly.



**BATTLE 1: ERION**
**ST. PERFORMER ♀**

Ground-type attacks won't do you any good against Erion's Pokémon. Employ Electric-type attacks for most of the team, and Ice-type attacks against the Dragon-types. Both Pelipper and Xatu can cause a Confuse condition, so eliminate them as fast as possible.

**NOCTOWL ♂**

NORMAL-FLYING


 ABILITY: KEEN EYE  
 ITEM: QUICK CLAW

 HYPNOSIS  
 DREAM EATER  
 SHADOW BALL  
 SKY ATTACK

 PSYCHIC  
 PSYCHIC  
 GHOST  
 FLYING

**FLYGON ♂**

GROUND-DRAGON


 ABILITY: LEVITATE  
 ITEM: SCOPE LENS

 FLY  
 DIG  
 DRAGON CLAW  
 FIRE BLAST

 FLYING  
 GROUND  
 DRAGON  
 FIRE

**PELIPPER ♀**

WATER-FLYING


 ABILITY: KEEN EYE  
 ITEM: BRIGHT POWDER

 SURF  
 SUPERSONIC  
 ICE BEAM  
 TWISTER

 WATER  
 NORMAL  
 ICE  
 DRAGON

**SWELLOW ♀**

NORMAL-FLYING


 ABILITY: GUTS  
 ITEM: FOCUS BAND

 AERIAL ACE  
 ENDEAVOR  
 RETURN  
 QUICK ATTACK

 FLYING  
 NORMAL  
 NORMAL  
 NORMAL

**ALTARIA ♀**

DRAGON-FLYING


 ABILITY: NATURAL CURE  
 ITEM: LAX INCENSE

 SUNNY DAY  
 SOLARBEAM  
 DRAGON CLAW  
 FLAMETHROWER

 FIRE  
 GRASS  
 DRAGON  
 FIRE

**XATU ♂**

PSYCHIC-FLYING


 ABILITY: SYNCHRONIZE  
 ITEM: LUM BERRY

 GIGA DRAIN  
 PSYCHIC  
 CONFUSE RAY  
 FAINT ATTACK

 GRASS  
 PSYCHIC  
 GHOST  
 DARK

**BATTLE 2: GHOLS**
**GUY ♂**

All of Ghols's Pokémon have one move that causes an instant KO. Try to increase your own evasion on the first turn, then set in with strong attacks. Electric-type attacks will help you take out the Water-types, while Fighting-type attacks can deal with Smeargle and Crawdaunt.

**WALREIN ♂**

ICE-WATER


 ABILITY: THICK FAT  
 ITEM: LEFTOVERS

 SHEER COLD  
 BLIZZARD  
 SURF  
 EARTHQUAKE

 ICE  
 ICE  
 WATER  
 GROUND

**WHISCASH ♂**

WATER-GROUND


 ABILITY: OBLIVIOUS  
 ITEM: LAX INCENSE

 FISSURE  
 EARTHQUAKE  
 SURF  
 BLIZZARD

 GROUND  
 GROUND  
 WATER  
 ICE

**CRAWDAUNT ♂**

WATER-DARK


 ABILITY: HYPER CUTTER  
 ITEM: QUICK CLAW

 GUILLOTINE  
 BLIZZARD  
 AERIAL ACE  
 ANCIENTPOWER

 NORMAL  
 ICE  
 FLYING  
 ROCK

**GLIGAR ♂**

GROUND-FLYING


 ABILITY: HYPER CUTTER  
 ITEM: BRIGHT POWDER

 GUILLOTINE  
 EARTHQUAKE  
 AERIAL ACE  
 QUICK ATTACK

 NORMAL  
 GROUND  
 FLYING  
 NORMAL

**SMEARGLE ♀**

NORMAL


 ABILITY: OWN TEMPO  
 ITEM: LUM BERRY

 SHEER COLD  
 MIND READER  
 SPORE  
 MEAN LOOK

 ICE  
 NORMAL  
 GRASS  
 NORMAL

**SEAKING ♀**

WATER


 ABILITY: SWIFT SWIM  
 ITEM: FOCUS BAND

 HORN DRILL  
 BLIZZARD  
 FLAIL  
 HYDRO PUMP

 NORMAL  
 ICE  
 NORMAL  
 WATER

**BATTLE 3: TAOT**
**ATHLETE ♀**

Dusclops knows Imprison, so use a Pokémon with high Speed that knows a Ghost- or Dark-type move and try to KO Dusclops before it uses the restrictive move. Fighting-type moves will work well on the Normal-type Pokémon, as will strong moves like Earthquake and Ice Beam.

**DUSCLOPS ♂**

GHOST


 ABILITY: PRESSURE  
 ITEM: LEFTOVERS

 SHADOW BALL  
 EARTHQUAKE  
 IMPRISON  
 FAINT ATTACK

 GHOST  
 GROUND  
 PSYCHIC  
 DARK

**PORYGON2**

NORMAL


 ABILITY: TRACE  
 ITEM: SCOPE LENS

 THUNDERBOLT  
 TRI ATTACK  
 RECOVER  
 ICE BEAM

 ELECTRIC  
 NORMAL  
 NORMAL  
 ICE

**WIGGLYTUFF ♀**

NORMAL


 ABILITY: CUTE CHARM  
 ITEM: QUICK CLAW

 SING  
 SWEET KISS  
 HYPER VOICE  
 SHADOW BALL

 NORMAL  
 NORMAL  
 NORMAL  
 GHOST

**MILTANK ♀**

NORMAL


 ABILITY: THICK FAT  
 ITEM: FOCUS BAND

 MILK DRINK  
 BODY SLAM  
 SHADOW BALL  
 EARTHQUAKE

 NORMAL  
 NORMAL  
 GHOST  
 GROUND

**GIRAFARIG ♀**

NORMAL-PSYCHIC


 ABILITY: INNER FOCUS  
 ITEM: CHERI BERRY

 CRUNCH  
 STOMP  
 THUNDERBOLT  
 AGILITY

 DARK  
 NORMAL  
 ELECTRIC  
 PSYCHIC

**GRANBULL ♂**

NORMAL


 ABILITY: INTIMIDATE  
 ITEM: BRIGHT POWDER

 FRUSTRATION  
 HYPER BEAM  
 EARTHQUAKE  
 SHADOW BALL







 NORMAL  
 NORMAL  
 GROUND  
 GHOST




## BATTLE 4: LUDUM

FUN OLD LADY ♀

Hidden Power's randomness is a mixed bag. At best, it can decimate your team, but at its worst it's rather ineffective. Focus on your opponent's weak points (Ground-, Fire- and Ghost-type moves work well) and bring Pokémon with high Defense.







<b>PINSIR ♂</b>  ABILITY: HYPER CUTTER ITEM: SCOPE LENS HIDDEN POWER EARTHQUAKE REVENGE FOCUS PUNCH NORMAL GROUND FIGHTING FIGHTING	<b>MEDICHAM ♂</b>  ABILITY: PURE POWER ITEM: LAX INCENSE HIDDEN POWER HI JUMP KICK SHADOW BALL FRUSTRATION NORMAL FIGHTING GHOST NORMAL	<b>AMPHAROS ♀</b>  ABILITY: STATIC ITEM: QUICK CLAW HIDDEN POWER THUNDERBOLT THUNDER WAVE REFLECT NORMAL ELECTRIC ELECTRIC PSYCHIC
<b>GYARADOS ♂</b>  ABILITY: INTIMIDATE ITEM: PERSIM BERRY HIDDEN POWER EARTHQUAKE DRAGON DANCE ROAR NORMAL GROUND DRAGON NORMAL	<b>ESPEON ♀</b>  ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER HIDDEN POWER PSYCHIC BITE REFLECT NORMAL PSYCHIC DARK PSYCHIC	<b>MIGHTYENA ♀</b>  ABILITY: INTIMIDATE ITEM: LUM BERRY HIDDEN POWER SCARY FACE BITE POISON FANG NORMAL NORMAL DARK POISON



## BATTLE 5: SLABEN

CHASER ♂

Five of Slaben's Pokémon know Explosion—a move that usually results in a KO of all Pokémon on the field. Save your strongest Pokémon for the end of the battle so it isn't wasted by the move. Burly Steel-, Ground- or Dragon-types are all good choices.







<b>WEEZING ♂</b>  ABILITY: LEVITATE ITEM: SILK SCARF EXPLOSION SLUDGE BOMB DESTINY BOND SHADOW BALL NORMAL POISON GHOST GHOST	<b>MUK ♂</b>  ABILITY: STICKY HOLD ITEM: QUICK CLAW EXPLOSION SLUDGE BOMB SHADOW PUNCH DISABLE NORMAL POISON GHOST NORMAL	<b>CLAYDOL</b>  ABILITY: LEVITATE ITEM: BRIGHT POWDER EXPLOSION EARTHQUAKE LIGHT SCREEN PSYCHIC NORMAL GROUND PSYCHIC PSYCHIC
<b>GOLEM ♂</b>  ABILITY: STURDY ITEM: LAX INCENSE EXPLOSION EARTHQUAKE ROCK SLIDE FLAMETHROWER NORMAL GROUND ROCK FIRE	<b>SHIFTRY ♂</b>  ABILITY: EARLY BIRD ITEM: LUM BERRY EXPLOSION SHADOW BALL NATURE POWER AERIAL ACE NORMAL GHOST NORMAL FLYING	<b>LUDICOLO ♂</b>  ABILITY: RAIN DISH ITEM: LEFTOVERS LEECH SEED RAIN DANCE TOXIC DOUBLE TEAM GRASS WATER POISON NORMAL



## BATTLE 6: GOSNEY

COOLTRAINER ♀







Most of the Pokémon on Gosney's team like to use Rain Dance—which is a huge bonus for you if you have an Electric-type Pokémon that knows Thunder. If not, any Electric-type moves can lay out most of her team. Use a Grass-type attack on Quagsire if it shows up.

<b>HUNTAIL ♂</b>  ABILITY: SWIFT SWIM ITEM: PERSIM BERRY RAIN DANCE SURF ICE BEAM CONFUSE RAY WATER WATER ICE GHOST	<b>GOREBYSS ♀</b>  ABILITY: SWIFT SWIM ITEM: LUM BERRY RAIN DANCE SURF IRON DEFENSE BATON PASS WATER WATER STEEL NORMAL	<b>VOLBEAT ♂</b>  ABILITY: SWARM ITEM: FOCUS BAND SIGNAL BEAM WATER PULSE TAIL GLOW BATON PASS BUG WATER BUG NORMAL
<b>MANECTRIC ♂</b>  ABILITY: STATIC ITEM: SCOPE LENS RAIN DANCE THUNDER BITE THUNDER WAVE WATER ELECTRIC DARK ELECTRIC	<b>QUAGSIRE ♂</b>  ABILITY: DAMP ITEM: QUICK CLAW EARTHQUAKE SURF ICE BEAM ANCIENTPOWER GROUND WATER ICE ROCK	<b>MANTINE ♀</b>  ABILITY: SWIFT SWIM ITEM: LEFTOVERS RAIN DANCE TOXIC CONFUSE RAY TWISTER WATER POISON GHOST DRAGON









**SEMIFINAL: MORFON**
**COOLTRAINER ♂**


Morfon's team features a good blend of types. He will often command his Pokémon to use Sunny Day followed by Grass- and Fire-type attacks, but you can nullify that strategy by responding with Rain Dance. Ice-type attacks work quite well against Bellossom, Donphan and Ninetales. Use Ground-type attacks (and Pokémon, if possible) against Solrock, and Electric-type attacks for Octillery. Sableye is the wild card of the bunch. If you can afford it, bring one Normal-type Pokémon that knows a variety of move types in case the Dark-and-Ghost-type appears. If not, it can help with the others.

<b>BELLOSSOM ♀</b>  ABILITY: CHLOROPHYLL ITEM: LAX INCENSE SUNNY DAY SOLARBEAM SLEEP POWDER SYNTHESIS FIRE GRASS GRASS GRASS	<b>OCTILLERY ♂</b>  ABILITY: SUCTION CUPS ITEM: LUM BERRY FLAMETHROWER ICE BEAM PSYCHIC THUNDER WAVE WATER FIRE ICE PSYCHIC ELECTRIC	<b>NINETALES ♀</b>  ABILITY: FLASH FIRE ITEM: WHITE HERB OVERHEAT SUNNY DAY CONFUSE RAY FAINT ATTACK FIRE FIRE GHOST DARK
<b>DONPHAN ♂</b>  ABILITY: STURDY ITEM: QUICK CLAW EARTHQUAKE SUNNY DAY ANCIENTPOWER BODY SLAM GROUND FIRE ROCK NORMAL	<b>SOLROCK</b>  ABILITY: LEVITATE ITEM: BRIGHT POWDER EXPLOSION OVERHEAT ROCK SLIDE SUNNY DAY ROCK-PSYCHIC NORMAL FIRE ROCK FIRE	<b>SABLEYE ♂</b>  ABILITY: KEEN EYE ITEM: LEFTOVERS FAINT ATTACK CONFUSE RAY SHADOW BALL MOONLIGHT DARK-GHOST DARK GHOST GHOST NORMAL

**FINAL: AVOS**
**SUPERTRAINER ♀**


The final battle pits you against evolved Pokémon with frighteningly powerful moves. Bring a Pokémon with strong Ice-type moves (Ice Beam and Blizzard are both good) to take on Sceptile and Meganium, and a Pokémon that knows Ground-type attacks (the old standby Earthquake is perfect) for Blaziken and Typhlosion. Electric-type attacks won't hurt Swampert, so focus on either a Pokémon with strong Grass-type moves or a Normal-type Pokémon with high Special Defense and lots of HP. It can then deal with both Swampert and Feraligatr, too. Many of the opposing Pokémon know Earthquake, so a couple of Flying-type Pokémon would serve your team well, if deployed correctly.

<b>SCEPTILE ♂</b>  ABILITY: OVERGROW ITEM: LUM BERRY EARTHQUAKE BRICK BREAK AERIAL ACE CRUSH CLAW GRASS GROUND FIGHTING FLYING NORMAL	<b>BLAZIKEN ♀</b>  ABILITY: BLAZE ITEM: BRIGHT POWDER BLAZE KICK SKY UPPERCUT EARTHQUAKE ROCK SLIDE FIRE-FIGHTING FIRE FIGHTING GROUND ROCK	<b>SWAMPERT ♀</b>  ABILITY: TORRENT ITEM: LEFTOVERS MUD SHOT MUDDY WATER BRICK BREAK ICE BEAM WATER-GROUND GROUND WATER FIGHTING ICE
<b>MEGANIUM ♀</b>  ABILITY: OVERGROW ITEM: QUICK CLAW GIGA DRAIN EARTHQUAKE LEECH SEED ANCIENTPOWER GRASS GROUND GRASS ROCK	<b>TYPHLOSION ♀</b>  ABILITY: BLAZE ITEM: FOCUS BAND FLAMETHROWER EARTHQUAKE REVERSAL CRUSH CLAW FIRE GROUND FIGHTING	<b>FERALIGATR ♂</b>  ABILITY: TORRENT ITEM: SCOPE LENS SURF ICE BEAM DRAGON CLAW CRUNCH WATER ICE DRAGON DARK

# ORRE COLOSSEUM

**LEVEL 50: DOUBLE BATTLE** POKÉ COUPON: 2,000 points

## WIN ORRE ELSE

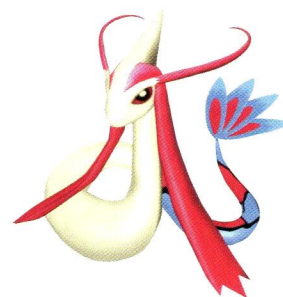
The final Level-50 Double Battle is by far the hardest you've yet encountered. You'll need a strong team and the ability to plan two or three moves ahead to clear out the passel of Trainers standing in your way. Water-, Psychic- and Flying-types are the most prevalent, but you'll also find a vast number of dual-type Pokémon. (The Trainers don't use Ice-type Pokémon and use a few Ice-type moves, so Dragon-types will have a slight advantage.) Most of your foes are combo-happy—disrupting their moves is the name of the game. Moves that afflict your opponents with status conditions will help, as will Pokémon with high Speed.



You'll be facing a combo conundrum in Orre Colosseum. Exploit type-mismatches to eliminate one half of the combo while it's still a twinkle in the Trainer's eye.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	<b>6</b>	<b>FLYING</b>	<b>9</b>
<b>FIRE</b>	<b>2</b>	<b>PSYCHIC</b>	<b>7</b>
<b>WATER</b>	<b>9</b>	<b>BUG</b>	<b>2</b>
<b>ELECTRIC</b>	<b>4</b>	<b>ROCK</b>	<b>2</b>
<b>GRASS</b>	<b>6</b>	<b>GHOST</b>	<b>4</b>
<b>ICE</b>	<b>0</b>	<b>DRAGON</b>	<b>2</b>
<b>FIGHTING</b>	<b>4</b>	<b>DARK</b>	<b>6</b>
<b>POISON</b>	<b>3</b>	<b>STEEL</b>	<b>3</b>
<b>GROUND</b>	<b>5</b>		



## RECOMMENDED ATTACK/POKÉMON TYPES

### GROUND

Many Ground-type moves affect everyone on the battlefield. Make sure your partner is a Flying-type or has the Levitate ability so it isn't caught in the fray at an inopportune time.

### FLYING

Flying-type Pokémon usually have high Speed, which you'll need to disrupt combo attacks. Arm Flying-types with Flying-type moves so they can battle Fighting-, Normal- and Dark-type Pokémon.

### PSYCHIC

Psychic-type Pokémon have an advantage against Psychic-type attacks, of which you'll see a lot. If you know Psychic-type attacks that cause status conditions, use them to disrupt combos.

### DARK

The opposing Trainers have a lot of Psychic-type Pokémon, so use Dark-type skills to cut them down to size. Crunch is a good move to have, as it can reduce your opponent's Special Defense.

### DRAGON

Dragon-types are vulnerable to Ice-type moves, and since there aren't any Ice-type Pokémon in Orre Colosseum, they have an advantage. Watch for other types with Ice-type attacks, however.

## SPECIFIC MOVE RECOMMENDATIONS



Crunch is a strong Dark-type move that will occasionally lower your foe's Special Defense.



Sometimes you'll want to inflict massive damage—and the Grass-type move Solarbeam is just the tool for the job.



## TRAINER ALERT!

### BATTLE 3: VENEZ

Venez will make one Pokémon use Toxic on the other, then have the poisoned Pokémon use Facade. You must interrupt the combo before it can be formed—easier said than done. Your best bet is to inflict a status condition on one Pokémon, then wale on the other with high-power moves. Keep a very close eye on the Crobat-Swellow and Sceptile-Ursaring combos.



**BATTLE 1: MESSA**
**RESEARCHER ♂**

Use Electric-type moves to take out Messa's Water-type Pokémon, and any powerful moves to whittle down the rest. They will try to affect you with status conditions or lower your stats, so respond with skills that clear status conditions—or hold the appropriate item.

**GOLBAT ♂**

POISON-FLYING


 ABILITY: INNER FOCUS  
 ITEM: LUM BERRY

 CONFUSE RAY  
 ATTRACT  
 POISON FANG  
 PURSUIT

 GHOST  
 NORMAL  
 POISON  
 DARK

**SABLEYE ♀**

DARK-GHOST


 ABILITY: KEEN EYE  
 ITEM: LEFTOVERS

 CONFUSE RAY  
 ATTRACT  
 SHADOW BALL  
 PSYCH UP

 GHOST  
 NORMAL  
 GHOST  
 PSYCHIC

**LANTURN ♀**

WATER-ELECTRIC


 ABILITY: VOLT ABSORB  
 ITEM: KING'S ROCK

 CONFUSE RAY  
 ATTRACT  
 THUNDER WAVE  
 WATERFALL

 GHOST  
 NORMAL  
 ELECTRIC  
 WATER

**SHARPEDO ♂**

WATER-DARK


 ABILITY: ROUGH SKIN  
 ITEM: QUICK CLAW

 SWAGGER  
 ATTRACT  
 SCREECH  
 SKULL BASH

 NORMAL  
 NORMAL  
 NORMAL  
 NORMAL

**TENTACRUEL ♂**

WATER-POISON


 ABILITY: LIQUID Ooze  
 ITEM: SCOPE LENS

 CONFUSE RAY  
 ATTRACT  
 SLUDGE BOMB  
 WATERFALL

 GHOST  
 NORMAL  
 POISON  
 WATER

**DELICATTY ♀**

NORMAL


 ABILITY: CUTE CHARM  
 ITEM: PERSIM BERRY

 TAIL WHIP  
 THUNDER  
 FAINT ATTACK  
 FAKE TEARS

 NORMAL  
 ELECTRIC  
 DARK  
 DARK

**BATTLE 2: OTSBO**
**FUN OLD LADY ♀**

Otsbo usually leads with Shedinja and Wobbuffet. Take out Shedinja with a Fire-, Flying-, Rock- or Dark-type move and try to poison or paralyze Wobbuffet before it can cast Safeguard. Use a Pokémon with strong Dark-type moves to eliminate the Psychic- and Ghost-types.

**WOBBUFFET ♀**

PSYCHIC


 ABILITY: SHADOW TAG  
 ITEM: FOCUS BAND

 COUNTER  
 MIRROR COAT  
 ENCORE  
 SAFEGUARD

 FIGHTING  
 PSYCHIC  
 NORMAL  
 NORMAL

**SHEDINJA ♀**

BUG-GHOST


 ABILITY: WONDER GUARD  
 ITEM: LUM BERRY

 SWORDS DANCE  
 AERIAL ACE  
 SHADOW BALL  
 CONFUSE RAY

 NORMAL  
 FLYING  
 GHOST  
 GHOST

**ELECTRODE**

ELECTRIC


 ABILITY: SOUNDPROOF  
 ITEM: SCOPE LENS

 THUNDERBOLT  
 CHARGE  
 LIGHT SCREEN  
 TOXIC

 ELECTRIC  
 ELECTRIC  
 PSYCHIC  
 POISON

**GARDEVOIR ♀**

PSYCHIC


 ABILITY: SYNCHRONIZE  
 ITEM: BRIGHT POWDER

 MEAN LOOK  
 PSYCHIC  
 HYPNOSIS  
 DREAM EATER

 NORMAL  
 PSYCHIC  
 PSYCHIC  
 PSYCHIC

**MISDREAVUS ♂**

GHOST


 ABILITY: LEVITATE  
 ITEM: LEFTOVERS

 MEAN LOOK  
 PERISH SONG  
 SHADOW BALL  
 THUNDERBOLT

 NORMAL  
 NORMAL  
 GHOST  
 ELECTRIC

**EXPLOUD ♂**

NORMAL


 ABILITY: SOUNDPROOF  
 ITEM: QUICK CLAW

 HYPER VOICE  
 SCREECH  
 SHADOW BALL  
 HOWL

 NORMAL  
 NORMAL  
 GHOST  
 NORMAL

**BATTLE 3: VENEZ**
**BANDANA GUY ♂**

Venez leads with Swellow and Crobat. Send in your fastest Pokémon first and try to inflict Swellow with a status condition before it can be poisoned and start using Facade. If you're having trouble, consider using a KO-inducing move like Destiny Bond or Selfdestruct.

**CROBAT ♂**

POISON-FLYING


 ABILITY: INNER FOCUS  
 ITEM: LUM BERRY

 TOXIC  
 HIDDEN POWER  
 CONFUSE RAY  
 BITE

 POISON  
 NORMAL  
 GHOST  
 DARK

**SWELLOW ♂**

NORMAL-FLYING


 ABILITY: GUTS  
 ITEM: KING'S ROCK

 AERIAL ACE  
 FACADE  
 QUICK ATTACK  
 TOXIC

 FLYING  
 NORMAL  
 NORMAL  
 POISON

**NINETALES ♀**

FIRE


 ABILITY: FLASH FIRE  
 ITEM: CHARCOAL

 FLAMETHROWER  
 CONFUSE RAY  
 FAINT ATTACK  
 PROTECT

 FIRE  
 GHOST  
 DARK  
 NORMAL

**MILOTIC ♀**

WATER


 ABILITY: MARVEL SCALE  
 ITEM: LEFTOVERS

 WATERFALL  
 ICE BEAM  
 RECOVER  
 REFRESH

 WATER  
 ICE  
 NORMAL  
 NORMAL

**SCEPTILE ♂**

GRASS


 ABILITY: OVERGROW  
 ITEM: BRIGHT POWDER

 TOXIC  
 HIDDEN POWER  
 LEAF BLADE  
 CRUNCH

 POISON  
 NORMAL  
 GRASS  
 DARK

**URSARING ♀**

NORMAL


 ABILITY: GUTS  
 ITEM: CHESTO BERRY

 FACADE  
 AERIAL ACE  
 BRICK BREAK  
 REST

 NORMAL  
 FLYING  
 FIGHTING  
 PSYCHIC



## BATTLE 4: ZICKO

BODYBUILDER ♂

Use Flying-type moves to take out Medicham, Machamp and Heracross. If you use a speedy Flying-type Pokémon to pull off the moves, you'll probably get to go first—use the opportunity to eliminate Pokémon that know Skill Swap before they can use it.

### MEDICHAM ♂

FIGHTING-PSYCHIC



ABILITY: PURE POWER  
ITEM: FOCUS BAND

FAKE OUT  
SHADOW BALL  
BRICK BREAK  
RECOVER  
NORMAL  
GHOST  
FIGHTING  
NORMAL

### DUSCLOPS ♀

GHOST



ABILITY: PRESSURE  
ITEM: BRIGHT POWDER

SKILL SWAP  
SHADOW PUNCH  
EARTHQUAKE  
CONFUSE RAY  
PSYCHIC  
GHOST  
GROUND  
GHOST

### AZUMARILL ♀

WATER



ABILITY: HUGE POWER  
ITEM: LAX INCENSE

ENCORE  
TAIL WHIP  
RAIN DANCE  
HYDRO PUMP  
NORMAL  
NORMAL  
WATER  
WATER

### CLAYDOL

GROUND-PSYCHIC



ABILITY: LEVITATE  
ITEM: LEFTOVERS

SKILL SWAP  
EARTHQUAKE  
SHADOW BALL  
ROCK TOMB  
PSYCHIC  
GROUND  
GHOST  
ROCK

### MACHAMP ♂

FIGHTING



ABILITY: GUTS  
ITEM: QUICK CLAW

CROSS CHOP  
EARTHQUAKE  
ROCK SLIDE  
PROTECT  
FIGHTING  
GROUND  
ROCK  
NORMAL

### HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM  
ITEM: SALAC BERRY

MEGAHORN  
EARTHQUAKE  
ENDURE  
REVERSAL  
BUG  
GROUND  
NORMAL  
FIGHTING



## BATTLE 5: MACIK

ST. PERFORMER ♀

Macik's strategy revolves around Sandstorm—eliminate Mawile and Skarmory before they can use the move. A strong Water-type move like Hydro Pump can take out Gligar and Sandslash. Cacturne will get harder to hit as the battle progresses, so blast it early.

### MAWILE ♂

STEEL



ABILITY: INTIMIDATE  
ITEM: FOCUS BAND

SANDSTORM  
SWORDS DANCE  
BATON PASS  
TOXIC  
ROCK  
NORMAL  
POISON

### SANDSLASH ♀

GROUND



ABILITY: SAND VEIL  
ITEM: BRIGHT POWDER

EARTHQUAKE  
SWORDS DANCE  
SLASH  
AERIAL ACE  
GROUND  
NORMAL  
NORMAL  
FLYING

### CACTURNE ♂

GRASS-DARK



ABILITY: SAND VEIL  
ITEM: LAX INCENSE

FAINT ATTACK  
NEEDLE ARM  
FOCUS PUNCH  
DOUBLE TEAM  
DARK  
GRASS  
FIGHTING  
NORMAL

### GLIGAR ♀

GROUND-FLYING



ABILITY: SAND VEIL  
ITEM: QUICK CLAW

EARTHQUAKE  
GUILLOTINE  
SLASH  
SANDSTORM  
GROUND  
NORMAL  
NORMAL  
ROCK

### SKARMORY ♂

STEEL-FLYING



ABILITY: KEEN EYE  
ITEM: LUM BERRY

SANDSTORM  
DRILL PECK  
STEEL WING  
LEER  
ROCK  
FLYING  
STEEL  
NORMAL

### STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE  
ITEM: SCOPE LENS

PSYCHIC  
THUNDERBOLT  
RETURN  
ICE BEAM  
PSYCHIC  
ELECTRIC  
NORMAL  
ICE



## BATTLE 6: LEVENS

COOLTRAINER ♀

Levens will usually pair his Water-type Pokémon with either Rhydon or Manectric, because their Lightningrod ability will draw Electric-type attacks away from a partner. Focus on Rhydon and Manectric as soon as they appear, then use Ground- or Electric-type moves on the others.

### GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE  
ITEM: SHELL BELL

DRAGON DANCE  
RETURN  
EARTHQUAKE  
WATERFALL  
DRAGON  
NORMAL  
GROUND  
WATER

### RHYDON ♀

GROUND-ROCK



ABILITY: LIGHTNINGROD  
ITEM: BRIGHT POWDER

PROTECT  
EARTHQUAKE  
ROCK BLAST  
MEGAHORN  
NORMAL  
GROUND  
ROCK  
BUG

### ALTARIA ♀

DRAGON-FLYING



ABILITY: NATURAL CURE  
ITEM: LEFTOVERS

DRAGON DANCE  
DRAGONBREATH  
AERIAL ACE  
DRAGON  
DRAGON  
GROUND  
FLYING

### MANECTRIC ♂

ELECTRIC



ABILITY: LIGHTNINGROD  
ITEM: LAX INCENSE

PROTECT  
THUNDER  
THUNDER WAVE  
RAIN DANCE  
NORMAL  
ELECTRIC  
ELECTRIC  
WATER

### GOREBYSS ♀

WATER



ABILITY: SWIFT SWIM  
ITEM: LUM BERRY

HYDRO PUMP  
CONFUSE RAY  
PSYCHIC  
PROTECT  
WATER  
GHOST  
PSYCHIC  
NORMAL

### RELICANTH ♂

WATER-ROCK



ABILITY: SWIFT SWIM  
ITEM: QUICK CLAW

PROTECT  
DOUBLE-EDGE  
EARTHQUAKE  
ROCK TOMB  
NORMAL  
NORMAL  
GROUND  
ROCK



## SEMIFINAL: FARFIN

### COOLTRAINER ♂



Cooltrainer Farfin wields a team that is built around the weather. Your first priority is to make sure his Jumpluff and Tropius can't use Sunny Day—if they do, your team will be decimated with Solarbeam. Ice-type moves will eliminate both of them in short order, but Fire-, Electric-, Poison-, Bug- and Rock-type moves are also good. Use the same moves to take out Shiftry, and try Water-type moves on Houndoom. Ground- and Fighting-type moves will take down Ampharos and Castform, respectively. If the team manages to cast Sunny Day, respond with a weather-creating move of your own, such as Rain Dance or Sandstorm.

#### JUMPLUFF ♀

GRASS-FLYING

ABILITY: CHLOROPHYLL  
ITEM: LEFTOVERS

SUNNY DAY  
SOLARBEAM  
HIDDEN POWER  
LEECH SEED

FIRE  
GRASS  
NORMAL  
GRASS

#### HOUNDOOM ♂

DARK-FIRE

ABILITY: FLASH FIRE  
ITEM: WHITE HERB

OVERHEAT  
SOLARBEAM  
CRUNCH  
SLUDGE BOMB

FIRE  
GRASS  
DARK  
POISON

#### CASTFORM ♀

NORMAL

ABILITY: FORECAST  
ITEM: BRIGHT POWDER

WEATHER BALL  
THUNDER  
SOLARBEAM  
FLAMETHROWER

NORMAL  
ELECTRIC  
GRASS  
FIRE

#### TROPIUS ♂

GRASS-FLYING

ABILITY: CHLOROPHYLL  
ITEM: QUICK CLAW

SUNNY DAY  
SOLARBEAM  
SWEET SCENT  
BODY SLAM

FIRE  
GRASS  
NORMAL  
NORMAL

#### SHIFTRY ♂

GRASS-DARK

ABILITY: CHLOROPHYLL  
ITEM: SCOPE LENS

SOLARBEAM  
FAINT ATTACK  
SHADOW BALL  
FAKE OUT

GRASS  
DARK  
GHOST  
NORMAL

#### AMPHAROS ♀

ELECTRIC

ABILITY: STATIC  
ITEM: LUM BERRY

THUNDERBOLT  
THUNDER WAVE  
LIGHT SCREEN  
BRICK BREAK

ELECTRIC  
ELECTRIC  
PSYCHIC  
FIGHTING

## FINAL: TARDEL

### SUPERTRAINER ♂



Tardel likes to lead with Alakazam and Breloom, so counter with strong Dark- and Flying-types, respectively. (Alakazam doesn't have great Defense, so any strong physical attack will knock it for a loop.) Use Fire- or Ground-type attacks on Metagross, and Ice-type attacks on Flygon—who is doubly vulnerable to Ice-type damage. If Miltank comes into the arena, a strong Fighting-type move is your best bet—although the Normal-type Pokémon has a lot of HP. Your main concern is Umbreon, who is hard to damage and knows Protect and Helping Hand. The Dark-type Pokémon will play a mostly defensive game, so concentrate on its partner Pokémon and whittle it down when you can.

#### ALAKAZAM ♂

PSYCHIC

ABILITY: INNER FOCUS  
ITEM: BRIGHT POWDER

PSYCHIC  
THUNDERPUNCH  
FIRE PUNCH  
ICE PUNCH

PSYCHIC  
ELECTRIC  
FIRE  
ICE

#### BRELOOM ♂

GRASS-FIGHTING

ABILITY: EFFECT SPORE  
ITEM: FOCUS BAND

SPORE  
HELPING HAND  
BRICK BREAK  
SLUDGE BOMB

GRASS  
NORMAL  
FIGHTING  
POISON

#### METAGROSS

STEEL-PSYCHIC

ABILITY: CLEAR BODY  
ITEM: QUICK CLAW

PSYCHIC  
METEOR MASH  
AERIAL ACE  
SHADOW BALL

PSYCHIC  
STEEL  
FLYING  
GHOST

#### FLYGON ♂

GROUND-DRAGON

ABILITY: LEVITATE  
ITEM: SHELL BELL

DRAGONBREATH  
RETURN  
CRUNCH  
ROCK TOMB

DRAGON  
NORMAL  
DARK  
ROCK

#### UMBREON ♀

DARK

ABILITY: SYNCHRONIZE  
ITEM: LEFTOVERS

PROTECT  
HELPING HAND  
TOXIC  
CONFUSE RAY

NORMAL  
NORMAL  
POISON  
GHOST

#### MILTANK ♀

NORMAL

ABILITY: THICK FAT  
ITEM: LUM BERRY

SHADOW BALL  
BODY SLAM  
BRICK BREAK  
HELPING HAND

GHOST  
NORMAL  
FIGHTING  
NORMAL



# TOWER COLOSSEUM

**LEVEL 100: SINGLE BATTLE** POKÉ COUPON: 3,000 points

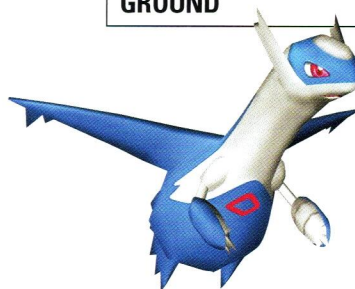
## TOWER OF POWER

Every Pokémon you face in the Tower Colosseum is at level 100, and you'll want to be as close to that mark as possible. Grass-type moves will be invaluable in the fight, as will strong Electric-type attacks. As usual, a mighty Ground-type that knows Earthquake will be handy in a wide variety of circumstances. Some of the opposing Trainers try to overwhelm you with sheer power, but others are much craftier and rely on status-altering moves and defensive gems like Mirror Coat and Counter. You'll want a team with a couple of heavy hitters, a status-altering specialist or two and a couple of Pokémon with a wide variety of move types.



If you make a mistake, the opposing Trainers are likely to jump all over it. Be wary of Pokémon that know attacks of their own type—they get a huge damage multiplier each time they use the move.

NUMBER OF TYPES YOU'LL FACE			
NORMAL	3	FLYING	6
FIRE	3	PSYCHIC	6
WATER	11	BUG	5
ELECTRIC	5	ROCK	2
GRASS	7	GHOST	1
ICE	2	DRAGON	7
FIGHTING	6	DARK	3
POISON	2	STEEL	2
GROUND	5		



## RECOMMENDED ATTACK/POKÉMON TYPES

### NORMAL

A level-100 Normal-type Pokémon will be a boon to your party, especially if it knows a Grass- or Ice-type move or two. If it has an especially high HP, give it Leftovers or a Focus Band to hold.

### GROUND

The combination of a Ground-type Pokémon and the Earthquake move is one of the best in all of Pokémon Colosseum. If you stay away from Ice-, Grass- and Water-attacks, you'll be home free.

### DRAGON

The opposing Trainers have a lot of Dragon-type Pokémon. Don't take them on with a Dragon-type of your own—instead, use a Pokémon of a different type that knows Dragon-type attacks.

### FIRE

The large number of Grass-type Pokémon that you'll face makes Fire-type moves a real plus. There are also two tricky Steel-type Pokémon that you can blast with a Fire-type move.

### STEEL

Use a Steel-type Pokémon when you want to prolong a battle or wear down an opponent. Naturally high Defense and HP make most Steel-types tough nuts to crack.

## SPECIFIC MOVE RECOMMENDATIONS



Hyper Beam is a seriously strong Normal-type move. You'll have to wait a turn to recharge if you use it.



Aerial Ace is a Flying-type move that works against Grass-, Fighting- and Bug-types.



## TRAINER ALERT!

### BATTLE 5: LAGIN

Lagin has rare, powerful Pokémon that will work your team. A defensive strategy built around moves like Mirror Coat and Counter is one way to go. You can also try to dispel Latios and Suicune's Calm Mind move with moves like Haze. Shedinja is vulnerable only to Fire-, Rock-, Flying-, Ghost- and Dark-moves, so make sure that one of your team members can strike.





## BATTLE 1: LAGRON

TEACHER ♀

Ground-type moves work well against Lanturn and Ninetales, while Fire- and Flying-type moves are useful for Meganium and Jumpluff. Lagron's team will try to hit you with status conditions, but having a Pokémon hold a White Herb or Lum Berry will negate the effect.

### LANTURN ♀

WATER-ELECTRIC



ABILITY: VOLT ABSORB  
ITEM: LAX INCENSE

ICE BEAM  
THUNDERBOLT  
THUNDER WAVE  
CONFUSE RAY

ICE  
ELECTRIC  
ELECTRIC  
GHOST

### NINETALES ♀

FIRE



ABILITY: FLASH FIRE  
ITEM: WHITE HERB

OVERHEAT  
CONFUSE RAY  
WILL-O-WISP  
ROAR

FIRE  
GHOST  
FIRE  
NORMAL

### MEGANIUM ♀

GRASS



ABILITY: OVERGROW  
ITEM: LEPPA BERRY

BODY SLAM  
SYNTHESIS  
LIGHT SCREEN  
LEECH SEED

NORMAL  
GRASS  
PSYCHIC  
GRASS

### UMBREON ♀

DARK



ABILITY: SYNCHRONIZE  
ITEM: LEFTOVERS

CONFUSE RAY  
SCREECH  
MEAN LOOK  
DOUBLE TEAM

GHOST  
NORMAL  
NORMAL  
NORMAL

### MILOTIC ♀

WATER



ABILITY: MARVEL SCALE  
ITEM: QUICK CLAW

RECOVER  
TOXIC  
WRAP  
CONFUSE RAY

NORMAL  
POISON  
NORMAL  
GHOST

### JUMPLUFF ♀

GRASS-FLYING



ABILITY: CHLOROPHYLL  
ITEM: BRIGHT POWDER

LEECH SEED  
SLEEP POWDER  
SYNTHESIS  
REFLECT

GRASS  
GRASS  
GRASS  
PSYCHIC



## BATTLE 2: KALER

BANDANNA GUY ♂

Flying-type moves will help you decimate Breloom, Heracross and Machamp, while an Ice-type move will destroy Flygon. If you have a strong Ground-type that knows Earthquake, bring it along to deal with Electrode. Get your Flying-types out of the battle if Starmie appears.

### STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE  
ITEM: PETAYA BERRY

SURF  
ICE BEAM  
THUNDERBOLT  
RECOVER

WATER  
ICE  
ELECTRIC  
NORMAL

### BRELOOM ♂

GRASS-FIGHTING



ABILITY: EFFECT SPORE  
ITEM: QUICK CLAW

SPORE  
SWAGGER  
BRICK BREAK  
SLUDGE BOMB

GRASS  
NORMAL  
FIGHTING  
POISON

### HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM  
ITEM: SALAC BERRY

MEGAHORN  
EARTHQUAKE  
ENDURE  
REVERSAL

BUG  
GROUND  
NORMAL  
FIGHTING

### ELECTRODE

ELECTRIC



ABILITY: STATIC  
ITEM: LUM BERRY

EXPLOSION  
LIGHT SCREEN  
THUNDERBOLT  
MIRROR COAT

NORMAL  
PSYCHIC  
ELECTRIC  
PSYCHIC

### FLYGON ♀

GROUND-DRAGON



ABILITY: LEVITATE  
ITEM: BRIGHT POWDER

EARTHQUAKE  
DRAGONBREATH  
HYPER BEAM  
FLAMETHROWER

GROUND  
DRAGON  
NORMAL  
FIRE

### MACHAMP ♂

FIGHTING



ABILITY: GUTS  
ITEM: SCOPE LENS

ENCORE  
CROSS CHOP  
EARTHQUAKE  
ROCK TOMB

NORMAL  
FIGHTING  
GROUND  
ROCK



## BATTLE 3: VANHUB

COOLTRAINER ♂

Keep Dragon-types out of this battle. A Steel-type with high Special Defense will help against Alakazam. Use quick Flying-types with Flying-type attacks to eliminate Ludicolo and Sceptile. Rock-type moves are the way to go with Gyarados and Regice—watch for the latter's Explosion.

### ALAKAZAM ♀

PSYCHIC



ABILITY: INNER FOCUS  
ITEM: BRIGHT POWDER

PSYCHIC  
ENCORE  
PROTECT  
HIDDEN POWER

PSYCHIC  
NORMAL  
NORMAL  
NORMAL

### RHYDON ♂

GROUND-ROCK



ABILITY: ROCK HEAD  
ITEM: QUICK CLAW

EARTHQUAKE  
ROCK BLAST  
MEGAHORN  
CRUSH CLAW

GROUND  
ROCK  
BUG  
NORMAL

### LUDICOLO ♀

WATER-GRASS



ABILITY: SWIFT SWIM  
ITEM: FOCUS BAND

HYDRO PUMP  
GIGA DRAIN  
ICE BEAM  
TOXIC

WATER  
GRASS  
ICE  
POISON

### GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE  
ITEM: KING'S ROCK

EARTHQUAKE  
HYDRO PUMP  
DRAGON DANCE  
HIDDEN POWER

GROUND  
WATER  
DRAGON  
NORMAL

### REGICE

ICE



ABILITY: CLEAR BODY  
ITEM: LEFTOVERS

ICE BEAM  
THUNDER  
RAIN DANCE  
EXPLOSION

ICE  
ELECTRIC  
WATER  
NORMAL

### SCEPTILE ♂

GRASS



ABILITY: OVERGROW  
ITEM: SCOPE LENS

LEAF BLADE  
CRUNCH  
DRAGON CLAW  
QUICK ATTACK

GRASS  
DARK  
DRAGON  
NORMAL





## BATTLE 4: PORTA

RIDER ♀

### NINJASK ♂

BUG-FLYING



ABILITY: SPEED BOOST  
ITEM: BRIGHT POWDER

SWORDS DANCE  
SILVER WIND  
PROTECT  
BATON PASS

NORMAL  
BUG  
NORMAL  
NORMAL

### TYRANITAR ♂

ROCK-DARK



ABILITY: SAND STREAM  
ITEM: LEFTOVERS

EARTHQUAKE  
AERIAL ACE  
CRUNCH  
ANCIENTPOWER

GROUND  
FLYING  
DARK  
ROCK

### GOREBYSS ♂

WATER



ABILITY: SWIFT SWIM  
ITEM: CHESTO BERRY

AMNESIA  
IRON DEFENSE  
BATON PASS  
REST

PSYCHIC  
STEEL  
NORMAL  
PSYCHIC

### HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM  
ITEM: FOCUS BAND

BRICK BREAK  
EARTHQUAKE  
MEGAHORN  
REVERSAL

FIGHTING  
GROUND  
BUG  
FIGHTING

### DODRIO ♂

NORMAL-FLYING



ABILITY: EARLY BIRD  
ITEM: SCOPE LENS

TRI ATTACK  
RETURN  
HIDDEN POWER  
DRILL PECK

NORMAL  
NORMAL  
NORMAL  
FLYING

### TYPHLOSION ♂

FIRE



ABILITY: BLAZE  
ITEM: KING'S ROCK

FLAMETHROWER  
EARTHQUAKE  
BRICK BREAK  
AERIAL ACE

FIRE  
GROUND  
FIGHTING  
FLYING



## BATTLE 5: LAGIN

SUPERTRAINER ♂

### LATIOS ♂

DRAGON-PSYCHIC



ABILITY: LEVITATE  
ITEM: BRIGHT POWDER

LUSTER PURGE  
DRAGON CLAW  
THUNDERBOLT  
CALM MIND

PSYCHIC  
DRAGON  
ELECTRIC  
PSYCHIC

### METAGROSS

STEEL-PSYCHIC



ABILITY: CLEAR BODY  
ITEM: LEFTOVERS

METEOR MASH  
SHADOW BALL  
EARTHQUAKE  
BRICK BREAK

STEEL  
GHOST  
GROUND  
FIGHTING

### SALAMENCE ♂

DRAGON-FLYING



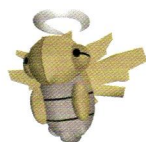
ABILITY: INTIMIDATE  
ITEM: SCOPE LENS

HYDRO PUMP  
FIRE BLAST  
DRAGON CLAW  
CRUNCH

WATER  
FIRE  
DRAGON  
DARK

### SHEDINJA

BUG-GHOST



ABILITY: WONDER GUARD  
ITEM: LUM BERRY

SWORDS DANCE  
SHADOW BALL  
CONFUSE RAY  
SILVER WIND

NORMAL  
GHOST  
GHOST  
BUG

### SUICUNE

WATER



ABILITY: PRESSURE  
ITEM: CHESTO BERRY

ICE BEAM  
SURF  
CALM MIND  
REST

ICE  
WATER  
PSYCHIC  
PSYCHIC

### WOBBUFFET ♂

PSYCHIC



ABILITY: SHADOW TAG  
ITEM: QUICK CLAW

ENCORE  
COUNTER  
MIRROR COAT  
DESTINY BOND

NORMAL  
FIGHTING  
PSYCHIC  
GHOST



## BATTLE 6: GARVON

SUPERTRAINER ♀

### RAYQUAZA

DRAGON-FLYING



ABILITY: AIR LOCK  
ITEM: LEFTOVERS

DRAGON DANCE  
EXTREMESPEED  
EARTHQUAKE  
AERIAL ACE

DRAGON  
NORMAL  
GROUND  
FLYING

### LATIAS ♀

DRAGON-PSYCHIC



ABILITY: LEVITATE  
ITEM: LAX INCENSE

MIST BALL  
DRAGON CLAW  
CALM MIND  
SURF

PSYCHIC  
DRAGON  
PSYCHIC  
WATER

### SLAKING ♂

NORMAL



ABILITY: TRUANT  
ITEM: CHOICE BAND

HYPER BEAM  
SHADOW BALL  
EARTHQUAKE

NORMAL  
GHOST  
GROUND

### RAIKOU

ELECTRIC



ABILITY: PRESSURE  
ITEM: BRIGHT POWDER

THUNDERBOLT  
CRUNCH  
HIDDEN POWER  
QUICK ATTACK

ELECTRIC  
DARK  
NORMAL  
NORMAL

### CROBAT ♂

POISON-FLYING



ABILITY: INNER FOCUS  
ITEM: SCOPE LENS

SHADOW BALL  
CONFUSE RAY  
SLUDGE BOMB  
AERIAL ACE

GHOST  
GHOST  
POISON  
FLYING

### MILTANK ♀

NORMAL



ABILITY: THICK FAT  
ITEM: SALAC BERRY

ENDURE  
REVERSAL  
EARTHQUAKE  
BODY SLAM

NORMAL  
FIGHTING  
GROUND  
NORMAL

Porta often leads with Ninjabird—take it out with a Rock-type move if you can, Fire- or Flying-type moves otherwise. Use Water-type attacks to deal with Tyranitar and Typhlosion, and Flying-type moves on Heracross. Electric-type moves will work wonders on Dodrio and Gorebyss.

Inflict a Burn or Poison condition on Wobbuffet, then sit back and do nothing until the status condition causes a KO—that way you can avoid Destiny Bond. Use Ice-type moves on Salamence and Latios, Electric-type moves on Suicune and Fire-type moves on Metagross.

Slaking attacks every other turn, and usually uses Hyper Beam. Try to eliminate it during the downtime or use a move like Counter. Latias, Crobat and Rayquaza are vulnerable to Ice-type attacks. If you have a big Ground-type that knows Earthquake, use it for Miltank and Raikou.









# SEMIFINAL: GUYIT

RICH BOY ♂



Electric-, Grass- and Ground-type skills rule the day against Guyit. A Ground-type Pokémon with a strong Ground-type attack can deal with Raichu and Ampharos easily. Poor Swampert is doubly vulnerable to Grass-type attacks, so hit it with a powerful one like Solarbeam to KO it in a single turn. Because Scizor is a Bug-and-Steel-type, it is doubly vulnerable to Fire-type attacks—so make sure you can strike with a strong one. Finally, both Kingdra and Kyogre will fall to strong Electric-type attacks. Kyogre's Drizzle ability will cause rain to fall, which is the perfect chance to use the Thunder move if you have it.







<b>KYOGRE</b>  ABILITY: DRIZZLE ITEM: CHERI BERRY SURF ICE BEAM THUNDER DOUBLE-EDGE WATER ICE ELECTRIC NORMAL	<b>SCIZOR ♂</b>  ABILITY: SWARM ITEM: LEFTOVERS AGILITY SWORDS DANCE SILVER WIND FRUSTRATION BUG-STEEL PSYCHIC NORMAL BUG NORMAL	<b>KINGDRA ♀</b>  ABILITY: SWIFT SWIM ITEM: CHESTO BERRY HYDRO PUMP DRAGONBREATH ICE BEAM REST WATER-DRAGON WATER DRAGON ICE PSYCHIC
<b>SWAMPERT ♂</b>  ABILITY: TORRENT ITEM: LUM BERRY SURF EARTHQUAKE ICE BEAM BRICK BREAK WATER-GROUND WATER GROUND ICE FIGHTING	<b>RAICHU ♂</b>  ABILITY: STATIC ITEM: FOCUS BAND THUNDER THUNDER WAVE REVERSAL ATTRACT ELECTRIC ELECTRIC FIGHTING NORMAL	<b>AMPHAROS ♀</b>  ABILITY: STATIC ITEM: MAGNET THUNDER THUNDER WAVE HIDDEN POWER ATTRACT ELECTRIC ELECTRIC NORMAL NORMAL

# FINAL: HUFNAK

SUPERTRAINER ♂



If you have a Pokémon that knows Solarbeam, use it against Groudon—otherwise, take down the big Ground-type with Ice- or Water-type moves. Blaziken is also vulnerable to Water-type moves, although its Endure move may be easier to overcome if you inflict a status condition such as Poison. Ice- and Fire-type attacks will be effective against Vileplume and Shiftry, while Ice-type attacks will do double damage to Flygon. Walrein requires a bit of planning, as its Sheer Cold move can KO you in one hit. Try to blast it with a Rock- or Fighting-type move, or inflict a status condition like Sleep or Poison—Toxic is a great move if you have it. If the sun is out when Shiftry or Vileplume appears, change the weather before it uses Solarbeam.

<b>GROUDON</b>  ABILITY: DROUGHT ITEM: CHESTO BERRY EARTHQUAKE FRUSTRATION FIRE BLAST REST GROUND NORMAL FIRE PSYCHIC	<b>VILEPLUME ♀</b>  ABILITY: CHLOROPHYLL ITEM: BRIGHT POWDER HIDDEN POWER SOLARBEAM SLEEP POWDER SYNTHESIS GRASS-POISON NORMAL GRASS GRASS GRASS	<b>SHIFTRY ♂</b>  ABILITY: CHLOROPHYLL ITEM: LAX INCENSE SHADOW BALL EXPLOSION SOLARBEAM QUICK ATTACK GRASS-DARK GHOST NORMAL GRASS NORMAL
<b>BLAZIKEN ♂</b>  ABILITY: BLAZE ITEM: SALAC BERRY EARTHQUAKE OVERHEAT ENDURE REVERSAL FIRE-FIGHTING GROUND FIRE NORMAL FIGHTING	<b>FLYGON ♀</b>  ABILITY: LEVITATE ITEM: SCOPE LENS FIRE BLAST DRAGON CLAW CRUNCH SOLARBEAM GROUND-DRAGON FIRE DRAGON DARK GRASS	<b>WALREIN ♂</b>  ABILITY: THICK FAT ITEM: LEFTOVERS ICE BEAM HIDDEN POWER SHEER COLD REST ICE-WATER ICE NORMAL ICE PSYCHIC



# TOWER COLOSSEUM

**LEVEL 100: DOUBLE BATTLE** POKÉ COUPON: 3,000 points

## TOWER OVER THE COMPETITION

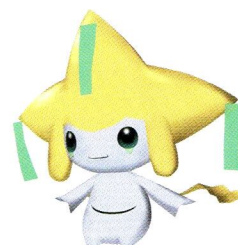
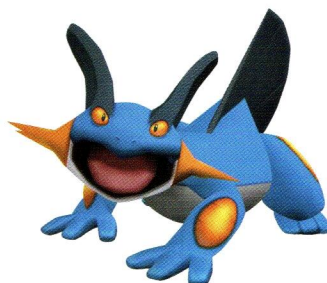
We won't lie to you—you're about to enter a world of pain. The Trainers in this colosseum are a diabolical lot, and they've rigged their teams to seize on any advantage that you might present them. You'll often have to choose between using a very powerful move that affects only one Pokémon, and using a weaker attack that damages both combatants. Always be on the lookout for ways to disrupt your challenger's combo attacks (speedy Flying-types work well for this), as well as for any type-mismatches that may come up. Above all, be patient. If a team doesn't work, tinker with it or create a new one, then try again.



Helping Hand is one of the many moves that opposing Pokémon use to initiate a combo. When disrupting a combo, strike whichever Pokémon you can disable the fastest—look for type mismatches or a big Speed advantage.

### NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	<b>7</b>	<b>FLYING</b>	<b>10</b>
<b>FIRE</b>	<b>3</b>	<b>PSYCHIC</b>	<b>5</b>
<b>WATER</b>	<b>9</b>	<b>BUG</b>	<b>3</b>
<b>ELECTRIC</b>	<b>3</b>	<b>ROCK</b>	<b>4</b>
<b>GRASS</b>	<b>5</b>	<b>GHOST</b>	<b>2</b>
<b>ICE</b>	<b>3</b>	<b>DRAGON</b>	<b>4</b>
<b>FIGHTING</b>	<b>2</b>	<b>DARK</b>	<b>5</b>
<b>POISON</b>	<b>1</b>	<b>STEEL</b>	<b>3</b>
<b>GROUND</b>	<b>6</b>		



### RECOMMENDED ATTACK/POKÉMON TYPES

#### GROUND

There's yet to be a double battle where Ground-type Pokémon aren't helpful. Electric-, Fire-, Rock- and Steel-types will all tremble before your mighty Ground-type attacks.

#### FLYING

Most Flying-type Pokémon have very high Speed ratings, which means you can use them to strike first and disrupt an opponent's combo before it can be formed.

#### ELECTRIC

You'll face as many as 19 Water- and Flying-type Pokémon, so a good Electric-type move is a must. Electric-type Pokémon are at a bit of a disadvantage, but the damage multiplier could be worth it.

#### NORMAL

Some fights are easier to win if you're on the defensive. A Normal-type that knows Mirror Coat, Counter and other such skills can make all the difference against a high-powered team.

#### GHOST

The Ghost-type may come into play a lot if you use a defensive strategy. Putting strong Pokémon to sleep so your team can go to work on them is always a good tactic.

### SPECIFIC MOVE RECOMMENDATIONS



When it comes to Earthquake, there's no such thing as overkill. Use it if you've got it.



The Quick Attack move can be the difference between a win and a defeat—especially if your foe is weakened.



### TRAINER ALERT!

#### BATTLE 2: PULINK

If you don't have a team of Level-100 Pokémon that you've stuffed full of Carbos and Proteins, you don't stand a chance. If you do have such a team, try adopting a defensive strategy based on Mirror Coat and Protect, and also use Electric-, Flying- and Ground-type moves. You may need to try some obscure tricks, such as using a Wonder Guard-Skill Swap combo with Shedinja.



## BATTLE 1: KOLOT

HUNTER ♂

Kolot often leads with Tyranitar and Togetic. Use Earthquake to eliminate Tyranitar, then buffet Togetic with Electric-, Ice- or Rock-type moves. Electric-type attacks also work against Starmie, and Ice-type moves will hurt Swampert and Gligar. Watch for Tyranitar's Sand Stream.

## TYRANITAR ♂

ROCK-DARK


ABILITY: SAND STREAM  
ITEM: LEFTOVERS

DRAGON DANCE  
ROCK SLIDE  
EARTHQUAKE  
AERIAL ACE

DRAGON  
ROCK  
GROUND  
FLYING

## TOGETIC ♀

NORMAL-FLYING


ABILITY: SERENE GRACE  
ITEM: LUM BERRY

FOLLOW ME  
WISH  
ATTRACT  
YAWN

NORMAL  
NORMAL  
NORMAL  
NORMAL

## GLIGAR ♀

GROUND-FLYING


ABILITY: SAND VEIL  
ITEM: BRIGHT POWDER

EARTHQUAKE  
AERIAL ACE  
GUILLotine  
PROTECT

GROUND  
FLYING  
NORMAL  
NORMAL

## CACTURNE ♀

GRASS-DARK


ABILITY: SAND VEIL  
ITEM: LAX INCENSE

GIGA DRAIN  
FAINT ATTACK  
PROTECT  
FOCUS PUNCH

GRASS  
DARK  
NORMAL  
FIGHTING

## SWAMPERT ♂

WATER-GROUND

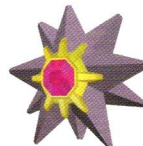

ABILITY: TORRENT  
ITEM: QUICK CLAW

EARTHQUAKE  
HYDRO PUMP  
ICE BEAM  
PROTECT

GROUND  
WATER  
ICE  
NORMAL

## STARMIE

WATER-PSYCHIC


ABILITY: NATURAL CURE  
ITEM: SCOPE LENS

HYDRO PUMP  
PROTECT  
THUNDERBOLT  
PSYCHIC

WATER  
NORMAL  
ELECTRIC  
PSYCHIC

## BATTLE 2: PULINK

RIDER ♀

Use a Fire-type move to handle Jirachi, a Ground-type for Typhlosion, a Flying-type for Heracross and Electric-types for Swellow, Suicune and Walrein. It's much easier said than done—you'll need phenomenally strong Pokémon and a good deal of luck to take out Pulink.

## SUICUNE

WATER


ABILITY: PRESSURE  
ITEM: LEFTOVERS

CALM MIND  
ICE BEAM  
HYDRO PUMP  
PROTECT

PSYCHIC  
ICE  
WATER  
NORMAL

## HERACROSS ♂

BUG-FIGHTING


ABILITY: GUTS  
ITEM: SALAC BERRY

MEGAHORN  
EARTHQUAKE  
ENDURE  
REVERSAL

BUG  
GROUND  
NORMAL  
FIGHTING

## SWELLOW ♀

NORMAL-FLYING


ABILITY: GUTS  
ITEM: CHOICE BAND

FRUSTRATION  
FACADE  
AERIAL ACE  
QUICK ATTACK

NORMAL  
NORMAL  
FLYING  
NORMAL

## TYPHLOSION ♀

FIRE


ABILITY: BLAZE  
ITEM: WHITE HERB

OVERHEAT  
HIDDEN POWER  
HYPER BEAM  
PROTECT

FIRE  
NORMAL  
NORMAL  
NORMAL

## WALREIN ♂

ICE-WATER


ABILITY: THICK FAT  
ITEM: CHESTO BERRY

ICE BEAM  
WATERFALL  
SHEER COLD  
REST

ICE  
WATER  
ICE  
PSYCHIC

## JIRACHI

STEEL-PSYCHIC


ABILITY: SERENE GRACE  
ITEM: BRIGHT POWDER

PSYCHIC  
THUNDERBOLT  
CALM MIND  
WATER PULSE

PSYCHIC  
ELECTRIC  
PSYCHIC  
WATER

## BATTLE 3: CHOTE

CHASER ♂

Eliminate Rayquaza with Ice-type moves, and blast Milotic and Gyarados with Electric-type attacks. Watch for Rhydon's Lightningrod ability—he'll often come out with the Water-types and draw away any Electric-type attacks you throw his partner's way.

## HARIYAMA ♀

FIGHTING


ABILITY: THICK FAT  
ITEM: LAX INCENSE

BRICK BREAK  
HELPING HAND  
FAKE OUT  
PROTECT

FIGHTING  
NORMAL  
NORMAL  
NORMAL

## RAYQUAZA

DRAGON-FLYING


ABILITY: AIR LOCK  
ITEM: LEFTOVERS

AERIAL ACE  
EARTHQUAKE  
DRAGON DANCE  
FRUSTRATION

FLYING  
GROUND  
DRAGON  
NORMAL

## RHYDON ♂

GROUND-ROCK


ABILITY: LIGHTNINGROD  
ITEM: QUICK CLAW

MEGAHORN  
ROCK BLAST  
EARTHQUAKE  
PROTECT

BUG  
ROCK  
GROUND  
NORMAL

## SCEPTILE ♀

GRASS


ABILITY: OVERGROW  
ITEM: SCOPE LENS

LEAF BLADE  
CRUNCH  
DRAGON CLAW  
DETECT

GRASS  
DARK  
DRAGON  
FIGHTING

## MILOTIC ♂

WATER


ABILITY: MARVEL SCALE  
ITEM: LUM BERRY

HYDRO PUMP  
RECOVER  
ICE BEAM  
CONFUSE RAY

WATER  
NORMAL  
ICE  
GHOST

## GYARADOS ♂

WATER-FLYING


ABILITY: INTIMIDATE  
ITEM: KING'S ROCK

DRAGON DANCE  
FRUSTRATION  
EARTHQUAKE  
HIDDEN POWER

DRAGON  
NORMAL  
GROUND  
NORMAL





## BATTLE 4: BIGON

HUNTER ♀

Four of Gigan's Pokémon know Earthquake, so use as many Flying-types as you can. Fire-type attacks will deal with Sneasel, Metagross and Ninjask, while the Ice Beam move is perfect for Salamence. Bigon often leads with Ninjask and Sneasel, so be prepared.

### SNEASEL ♀

DARK-ICE



ABILITY: INNER FOCUS  
ITEM: LAX INCENSE

FAKE OUT  
CRUSH CLAW  
BRICK BREAK  
TAUNT  
NORMAL  
NORMAL  
FIGHTING  
DARK

### NINJASK ♂

BUG-FLYING



ABILITY: SPEED BOOST  
ITEM: BRIGHT POWDER

SWORDS DANCE  
PROTECT  
SILVER WIND  
BATON PASS  
NORMAL  
NORMAL  
BUG  
NORMAL

### METAGROSS

STEEL-PSYCHIC



ABILITY: CLEAR BODY  
ITEM: LEFTOVERS

SHADOW BALL  
METEOR MASH  
AERIAL ACE  
EARTHQUAKE  
GHOST  
STEEL  
FLYING  
GROUND

### GRANBULL ♀

NORMAL



ABILITY: INTIMIDATE  
ITEM: FOCUS BAND

FRUSTRATION  
SHADOW BALL  
EARTHQUAKE  
BRICK BREAK  
NORMAL  
GHOST  
GROUND  
FIGHTING

### URSARING ♀

NORMAL



ABILITY: GUTS  
ITEM: SHELL BELL

FRUSTRATION  
EARTHQUAKE  
BRICK BREAK  
HIDDEN POWER  
NORMAL  
GROUND  
FIGHTING  
NORMAL

### SALAMENCE ♂

DRAGON-FLYING



ABILITY: INTIMIDATE  
ITEM: SCOPE LENS

AERIAL ACE  
FRUSTRATION  
BRICK BREAK  
EARTHQUAKE  
FLYING  
NORMAL  
FIGHTING  
GROUND



## BATTLE 5: RASK

COOLTRAINER ♀

Rask almost always leads with Slaking and one of her two Psychic-types; she then uses Skill Swap to remove Slaking's Truant ability, letting it attack on every turn. Hit the big Normal-type with your strongest moves, and try to KO it before it can cause too much trouble.

### SLAKING ♂

NORMAL



ABILITY: TRUANT  
ITEM: LEFTOVERS

FRUSTRATION  
SHADOW BALL  
EARTHQUAKE  
SLACK OFF  
NORMAL  
GHOST  
GROUND  
NORMAL

### ALAKAZAM ♀

PSYCHIC



ABILITY: INNER FOCUS  
ITEM: BRIGHT POWDER

SKILL SWAP  
PSYCHIC  
ICE PUNCH  
FIRE PUNCH  
PSYCHIC  
PSYCHIC  
ICE  
FIRE

### DODRIO ♂

NORMAL-FLYING



ABILITY: EARLY BIRD  
ITEM: CHOICE BAND

DRILL PECK  
FRUSTRATION  
HYPER BEAM  
HAZE  
FLYING  
NORMAL  
NORMAL  
ICE

### ESPEON ♀

PSYCHIC



ABILITY: SYNCHRONIZE  
ITEM: LUM BERRY

PSYCHIC  
SKILL SWAP  
LIGHT SCREEN  
PROTECT  
PSYCHIC  
PSYCHIC  
PSYCHIC  
NORMAL

### RAIKOU

ELECTRIC



ABILITY: PRESSURE  
ITEM: LAX INCENSE

THUNDERBOLT  
CRUNCH  
PROTECT  
REFLECT  
ELECTRIC  
DARK  
NORMAL  
PSYCHIC

### CROBAT ♂

POISON-FLYING



ABILITY: INNER FOCUS  
ITEM: SCOPE LENS

AERIAL ACE  
SLUDGE BOMB  
SHADOW BALL  
CONFUSE RAY  
FLYING  
POISON  
GHOST  
GHOST



## BATTLE 6: CODEL

SUPERTRAINER ♂

Codel's team is surprisingly vulnerable—a strong Ground-type and a Fire-type with same-type attacks can mow through all but Dusclops. Take out the Ghost-type before it uses Imprison to prevent you from using Earthquake. Watch for the team's Explosion attack!

### DUSCLOPS ♂

GHOST



ABILITY: PRESSURE  
ITEM: LEFTOVERS

IMPRISON  
PROTECT  
EARTHQUAKE  
SHADOW BALL  
PSYCHIC  
NORMAL  
GROUND  
GHOST

### ELECTRODE

ELECTRIC



ABILITY: SOUNDPROOF  
ITEM: CHOICE BAND

EXPLOSION  
THUNDERBOLT  
NORMAL  
ELECTRIC

### REGIROCK

ROCK



ABILITY: CLEAR BODY  
ITEM: WHITE HERB

EXPLOSION  
SUPERPOWER  
ANCIENTPOWER  
PROTECT  
NORMAL  
FIGHTING  
ROCK  
NORMAL

### GOLEM ♀

ROCK-GROUND



ABILITY: ROCK HEAD  
ITEM: QUICK CLAW

EXPLOSION  
ROCK BLAST  
EARTHQUAKE  
PROTECT  
NORMAL  
ROCK  
GROUND  
NORMAL

### REGISTEEL

STEEL



ABILITY: CLEAR BODY  
ITEM: BRIGHT POWDER

EXPLOSION  
SUPERPOWER  
BRICK BREAK  
PROTECT  
NORMAL  
FIGHTING  
FIGHTING  
NORMAL

### REGICE

ICE



ABILITY: CLEAR BODY  
ITEM: LAX INCENSE

EXPLOSION  
ICE BEAM  
THUNDERBOLT  
PROTECT  
NORMAL  
ICE  
ELECTRIC  
NORMAL



## SEMIFINAL: BURIL

SUPERTRAINER ♂



Buril will probably lead with Groudon to take advantage of its Drought ability. You can either turn it against Groudon by using Pokémon that know Solarbeam, or end the sunlight by creating another weather effect. Strong Water-type moves like Hydro Pump will work wonders against Entei, Houndoom, Groudon and Flygon. Shiftry is best handled with Fire-type moves (especially if Drought is in effect), but you can also use Ice- and Flying-type moves to good effect. Jumpluff is doubly vulnerable to Ice-type attacks, so unleash Ice Beam if you have it. Strike hard and fast—you don't want to get caught in an opponent's Solarbeam.

## GROUDON

GROUND


ABILITY: DROUGHT  
ITEM: LEFTOVERS

EARTHQUAKE  
FRUSTRATION  
OVERHEAT  
PROTECT

GROUND  
NORMAL  
FIRE  
NORMAL

## SHIFTRY ♂

GRASS-DARK


ABILITY: CHLOROPHYLL  
ITEM: SILK SCARF

FAKE OUT  
EXPLOSION  
SOLARBEAM  
PROTECT

NORMAL  
NORMAL  
GRASS  
NORMAL

## HOUDOOM ♀

DARK-FIRE


ABILITY: EARLY BIRD  
ITEM: WHITE HERB

OVERHEAT  
SOLARBEAM  
CRUNCH  
PROTECT

FIRE  
GRASS  
DARK  
NORMAL

## ENTEI

FIRE


ABILITY: PRESSURE  
ITEM: BRIGHT POWDER

FIRE BLAST  
SOLARBEAM  
HYPER BEAM  
PROTECT

FIRE  
GRASS  
NORMAL  
NORMAL

## JUMPLUFF ♀

GRASS-FLYING


ABILITY: CHLOROPHYLL  
ITEM: LAX INCENSE

HELPING HAND  
SLEEP POWDER  
SUNNY DAY  
ENCORE

NORMAL  
GRASS  
FIRE  
NORMAL

## FLYGON ♂

GROUND-DRAGON


ABILITY: LEVITATE  
ITEM: SCOPE LENS

EARTHQUAKE  
FIRE BLAST  
DRAGON CLAW  
PROTECT

GROUND  
FIRE  
DRAGON  
NORMAL

## FINAL: GRANG

SUPERTRAINER ♀



Grang will almost always lead with Kyogre, as its Drizzle ability turns the battlefield into a soggy mess that's perfect for Water-type attacks. If one of your Pokémon knows Thunder, you can use it to turn the tables on Kyogre, Ludicolo and Kingdra—otherwise, you may want to remove the rain with a weather effect of your own. You'll need a Fire-, Flying-, Rock-, Ghost- or Ice-type skill to take out Shedinja, and a Ground-type Pokémon will work best for taking on Manectric. Miltank is somewhat of a wild card, and it can do a lot of damage in a short period of time. If you can, hit it with a Sleep condition. If not, Paralyze and Poison are both good alternatives.

## KYOGRE

WATER


ABILITY: DRIZZLE  
ITEM: MYSTIC WATER

WATER SPOUT  
THUNDER  
ICE BEAM  
PROTECT

WATER  
ELECTRIC  
ICE  
NORMAL

## MILTANK ♀

NORMAL


ABILITY: THICK FAT  
ITEM: LUM BERRY

HELPING HAND  
BRICK BREAK  
HYPER BEAM  
EARTHQUAKE

NORMAL  
FIGHTING  
NORMAL  
GROUND

## KINGDRA ♂

WATER-DRAGON


ABILITY: SWIFT SWIM  
ITEM: BRIGHT POWDER

HYDRO PUMP  
ICE BEAM  
DRAGONBREATH  
RAIN DANCE

WATER  
ICE  
DRAGON  
WATER

## LUDICOLO ♀

WATER-GRASS


ABILITY: SWIFT SWIM  
ITEM: LEFTOVERS

HYDRO PUMP  
ICE BEAM  
GIGA DRAIN  
RAIN DANCE

WATER  
ICE  
GRASS  
WATER

## MANECTRIC ♂

ELECTRIC

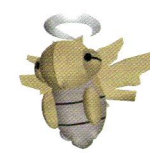

ABILITY: LIGHTNINGROD  
ITEM: LAX INCENSE

THUNDER  
CRUNCH  
RAIN DANCE  
LIGHT SCREEN

ELECTRIC  
DARK  
WATER  
PSYCHIC

## SHEDINJA

BUG-GHOST


ABILITY: WONDER GUARD  
ITEM: FOCUS BAND

SHADOW BALL  
SWORDS DANCE  
CONFUSE RAY  
SILVER WIND

GHOST  
NORMAL  
GHOST  
BUG

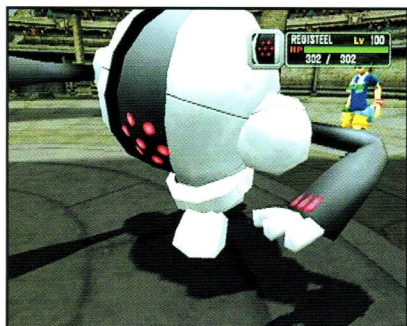
# ORRE COLOSSEUM

**LEVEL 100: SINGLE BATTLE**

**POKé COUPON: 5,000 points**

## THE STUFF OF LEGEND

In Orre Colosseum, you'll encounter Trainers who've assembled teams packed with many of the legendary Pokémon—or at least those that are extremely rare. You'll often clash with Water-, Psychic- and Flying-types in the battles, so swipe at the Pokémon with attack types that get under their skin: Electric- and Grass-type attacks for the Water-type Pokémon; Bug-, Ghost- and Dark-type strikes against Psychic-types; and Electric-, Ice- and Rock-type attacks for the Flying-type Pokémon. You'll also shake things up with the Ground-type Earthquake move, which will sweep away the annoying Rock-types and Steel-types.



The legendary and extremely rare Pokémon are all nearly impassable, unless you know the right type of attack or specific move combo to use on them.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	<b>4</b>	<b>FLYING</b>	<b>8</b>
<b>FIRE</b>	<b>3</b>	<b>PSYCHIC</b>	<b>8</b>
<b>WATER</b>	<b>10</b>	<b>BUG</b>	<b>3</b>
<b>ELECTRIC</b>	<b>4</b>	<b>ROCK</b>	<b>3</b>
<b>GRASS</b>	<b>6</b>	<b>GHOST</b>	<b>0</b>
<b>ICE</b>	<b>1</b>	<b>DRAGON</b>	<b>6</b>
<b>FIGHTING</b>	<b>4</b>	<b>DARK</b>	<b>4</b>
<b>POISON</b>	<b>2</b>	<b>STEEL</b>	<b>4</b>
<b>GROUND</b>	<b>4</b>		



## RECOMMENDED ATTACK/POKéMON TYPES

### GROUND

Ground-type moves are extremely effective against a wide range of Pokémon types, and they're particularly useful for smashing the Steel-types Jirachi, Metagross and Registeel.

### FLYING

Some Trainers use the nearly unbeatable Endure-Reversal-Salac Berry combo (see page 10). You can disrupt the speedy attack by countering with even faster Pokémon, usually Flying-types.

### GHOST

Ghost-types are fantastic in Orre Colosseum because of their resistance to the devastating Normal- and Fighting-type attacks. Ghost-type attacks do major damage to Psychic-types like Jirachi.

### DRAGON

Because Dragon-types often wield a wide range of attacks—destructive Flying-, Fire- and Ground-type strikes among them—they're well-suited for Orre's complexities.

### DARK

If you can't get past Wobuffet in Battle 5, you'll never make it to the final battle. The Pokémon uses Mirror Coat; counter it with a Dark-type Pokémon—they're immune to Psychic-type attacks.

## SPECIFIC MOVE RECOMMENDATIONS



Surf is a highly effective move in Orre Colosseum, especially when its power is augmented by rainy battle weather.



If your Pokémon uses Mirror Coat, it'll double the damage of any special attack it suffers for a return strike.



## TRAINER ALERT!

### BATTLE 4: KAEDE

Though Orre Colosseum's Trainers have legendary or super-rare Pokémon, nothing beats the power of a team with a type-balanced defensive strategy. Kaede's excellent team is almost as well-balanced as they come, so don't stock your team with just the attacks listed to the left—fill your Pokémon arsenal with diverse attacks.



**BATTLE 1: ETHIOR**
**CHASER ♀**

Cradily is trouble—its Sludge Bomb delivers a big glob of Poison-type pain and often inflicts a Poison condition. Pluck the Rock-and-Grass type with Steel-type attacks but not with same-type Pokémon; they'll be vulnerable to some of Ethior's team's best attacks.

**MILTANK ♀**

NORMAL


 ABILITY: THICK FAT  
 ITEM: SALAC BERRY

 BODY SLAM  
 EARTHQUAKE  
 ENDURE  
 REVERSAL  
 NORMAL  
 GROUND  
 NORMAL  
 FIGHTING

**NINJASK ♀**

BUG-FLYING


 ABILITY: SPEED BOOST  
 ITEM: LIECHI BERRY

 SWORDS DANCE  
 AERIAL ACE  
 HIDDEN POWER  
 ENDURE  
 NORMAL  
 FLYING  
 NORMAL  
 NORMAL

**CRADILY ♀**

ROCK-GRASS


 ABILITY: SUCTION CUPS  
 ITEM: LEFTOVERS

 RECOVER  
 SLUDGE BOMB  
 CONFUSE RAY  
 AMNESIA  
 NORMAL  
 POISON  
 GHOST  
 PSYCHIC

**HARIYAMA ♂**

FIGHTING


 ABILITY: THICK FAT  
 ITEM: CHESTO BERRY

 BELLY DRUM  
 REST  
 EARTHQUAKE  
 BRICK BREAK  
 NORMAL  
 PSYCHIC  
 GROUND  
 FIGHTING

**ESPEON ♂**

PSYCHIC


 ABILITY: SYNCHRONIZE  
 ITEM: PETAYA BERRY

 PSYCHIC  
 BITE  
 CALM MIND  
 ENDURE  
 PSYCHIC  
 DARK  
 PSYCHIC  
 NORMAL

**SUICUNE**

WATER


 ABILITY: PRESSURE  
 ITEM: GANLON BERRY

 ICE BEAM  
 SURF  
 REST  
 CALM MIND  
 ICE  
 WATER  
 PSYCHIC  
 PSYCHIC

**BATTLE 2: NAGA**
**ATHLETE ♂**

Fighting-type attacks will devastate Naga's Tyranitar (it suffers dual-type weakness) for quadruple damage and will also do double damage to his Magnetron, Registeel and Cacturne (which will draw upon its Sand Veil to become evasive in the sandstorm that Tyranitar scares up).

**TYRANITAR ♂**

ROCK-DARK


 ABILITY: SAND STREAM  
 ITEM: LEFTOVERS

 ROCK SLIDE  
 EARTHQUAKE  
 AERIAL ACE  
 DRAGON DANCE  
 ROCK  
 GROUND  
 FLYING  
 DRAGON

**CACTURNE ♀**

GRASS-DARK


 ABILITY: SAND VEIL  
 ITEM: BRIGHT POWDER

 SECRET POWER  
 GIGA DRAIN  
 TEETER DANCE  
 FAINT ATTACK  
 NORMAL  
 GRASS  
 NORMAL  
 DARK

**GLIGAR ♂**

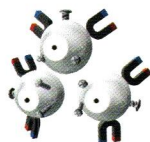
GROUND-FLYING


 ABILITY: SAND VEIL  
 ITEM: LAX INCENSE

 AERIAL ACE  
 EARTHQUAKE  
 GUILLOTINE  
 SECRET POWER  
 FLYING  
 GROUND  
 NORMAL  
 NORMAL

**MAGNETON**

ELECTRIC-STEEL


 ABILITY: STURDY  
 ITEM: QUICK CLAW

 REFLECT  
 THUNDERBOLT  
 THUNDER WAVE  
 HIDDEN POWER  
 PSYCHIC  
 ELECTRIC  
 ELECTRIC  
 NORMAL

**FLYGON ♀**

GROUND-DRAGON


 ABILITY: LEVITATE  
 ITEM: SCOPE LENS

 EARTHQUAKE  
 HIDDEN POWER  
 FIRE BLAST  
 DRAGONBREATH  
 GROUND  
 NORMAL  
 FIRE  
 DRAGON

**REGISTEEL**

STEEL


 ABILITY: CLEAR BODY  
 ITEM: WHITE HERB

 EXPLOSION  
 SUPERPOWER  
 ANCIENTPOWER  
 EARTHQUAKE  
 NORMAL  
 FIGHTING  
 ROCK  
 GROUND

**BATTLE 3: MODEN**
**COOLTRAINER ♀**

Earthquake will shatter half of Moden's crew—Jirachi, Metagross and Raikou—with supereffective shockwaves. Milotic is problematic. It will use Recover often to replenish HP; to win the uphill battle, strike with physical attacks, since its Defense is lower than its Special Defense.

**DODRIO ♂**

NORMAL-FLYING


 ABILITY: EARLY BIRD  
 ITEM: CHOICE BAND

 RETURN  
 DRILL PECK  
 HYPER BEAM  
 QUICK ATTACK  
 NORMAL  
 FLYING  
 NORMAL  
 NORMAL

**MILOTIC ♀**

WATER


 ABILITY: MARVEL SCALE  
 ITEM: FOCUS BAND

 CONFUSE RAY  
 ICE BEAM  
 SURF  
 RECOVER  
 GHOST  
 ICE  
 WATER  
 NORMAL

**METAGROSS**

STEEL-PSYCHIC


 ABILITY: CLEAR BODY  
 ITEM: LEFTOVERS

 METEOR MASH  
 SHADOW BALL  
 EARTHQUAKE  
 BRICK BREAK  
 STEEL  
 GHOST  
 GROUND  
 FIGHTING

**JIRACHI**

STEEL-PSYCHIC


 ABILITY: SERENE GRACE  
 ITEM: BRIGHT POWDER

 CALM MIND  
 PSYCHIC  
 WATER PULSE  
 THUNDERBOLT  
 PSYCHIC  
 PSYCHIC  
 WATER  
 ELECTRIC

**RAIKOU**

ELECTRIC


 ABILITY: PRESSURE  
 ITEM: LAX INCENSE

 THUNDERBOLT  
 REFLECT  
 CRUNCH  
 ROAR  
 ELECTRIC  
 PSYCHIC  
 DARK  
 NORMAL

**CROBAT ♀**

POISON-FLYING


 ABILITY: INNER FOCUS  
 ITEM: SCOPE LENS

 CONFUSE RAY  
 SLUDGE BOMB  
 SHADOW BALL  
 AERIAL ACE  
 GHOST  
 POISON  
 GHOST  
 FLYING



### BATTLE 4: KAEDE

TEACHER ♀

Type-trumping is the easy part: use Grass-type attacks against Swampert and Ice-type strikes on Sceptile and Salamence to score multiplied damage. Kaede's real surprise is her Blaziken's Endure-Reversal-Salac Berry combo; don't use a one-hit-KO move on Blaziken!

#### SWAMPERT ♀

WATER-GROUND



ABILITY: TORRENT  
ITEM: CHESTO BERRY

CURSE  
EARTHQUAKE  
RETURN  
REST

?  
GROUND  
NORMAL  
PSYCHIC

#### BLAZIKEN ♂

FIRE-FIGHTING



ABILITY: BLAZE  
ITEM: SALAC BERRY

EARTHQUAKE  
FIRE BLAST  
ENDURE  
REVERSAL

GROUND  
FIRE  
NORMAL  
FIGHTING

#### SCEPTILE ♀

GRASS



ABILITY: OVERGROW  
ITEM: SCOPE LENS

LEAF BLADE  
DRAGON CLAW  
CRUNCH  
HIDDEN POWER

GRASS  
DRAGON  
DARK  
NORMAL

#### SALAMENCE ♂

DRAGON-FLYING



ABILITY: INTIMIDATE  
ITEM: LEFTOVERS

RETURN  
AERIAL ACE  
EARTHQUAKE  
BRICK BREAK

NORMAL  
FLYING  
GROUND  
FIGHTING

#### GARDEVOIR ♀

PSYCHIC



ABILITY: SYNCHRONIZE  
ITEM: BRIGHT POWDER

THUNDERBOLT  
PSYCHIC  
CALM MIND  
DESTINY BOND

ELECTRIC  
PSYCHIC  
PSYCHIC  
GHOST

#### MANECTRIC ♀

ELECTRIC



ABILITY: STATIC  
ITEM: LAX INCENSE

THUNDER WAVE  
CRUNCH  
THUNDERBOLT  
HIDDEN POWER

ELECTRIC  
DARK  
ELECTRIC  
NORMAL



### BATTLE 5: GRAVET

SUPERTRAINER ♂

Ursaring and Machamp have high Attack stats that put muscle into their physical attacks, but, fortunately, they have low Speed. Ninjask can accelerate them. After several Speed Boosted turns, it can use Baton Pass to transfer its inflated Speed to other Pokémon. Wipe out Ninjask fast.

#### NINJASK ♀

BUG-FLYING



ABILITY: SPEED BOOST  
ITEM: BRIGHT POWDER

SWORDS DANCE  
PROTECT  
BATON PASS  
SILVER WIND

NORMAL  
NORMAL  
NORMAL  
BUG

#### URSARING ♂

NORMAL



ABILITY: GUTS  
ITEM: SHELL BELL

RETURN  
EARTHQUAKE  
BRICK BREAK  
HIDDEN POWER

NORMAL  
GROUND  
FIGHTING  
NORMAL

#### STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE  
ITEM: LAX INCENSE

SURF  
ICE BEAM  
THUNDERBOLT  
PSYCHIC

WATER  
ICE  
ELECTRIC  
PSYCHIC

#### MACHAMP ♂

FIGHTING



ABILITY: GUTS  
ITEM: LEFTOVERS

ROCK SLIDE  
CROSS CHOP  
EARTHQUAKE  
HYPER BEAM

ROCK  
FIGHTING  
GROUND  
NORMAL

#### GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE  
ITEM: SCOPE LENS

DRAGON DANCE  
RETURN  
EARTHQUAKE  
HIDDEN POWER

DRAGON  
NORMAL  
GROUND  
NORMAL

#### WOBBUFFET ♀

PSYCHIC



ABILITY: SHADOW TAG  
ITEM: QUICK CLAW

COUNTER  
MIRROR COAT  
SAFEGUARD  
DESTINY BOND

FIGHTING  
PSYCHIC  
NORMAL  
GHOST



### BATTLE 6: SAYA

SUPERTRAINER ♀

Kyogre will likely hit the field first, setting up Saya's rain-fueled combos. Ride the wave and bring in a Thunder attack; it never misses in a storm, and you can use the attack to jolt Saya's four Water-types off the field. She'll return the favor; defend with Ground-types.

#### KYOGRE

WATER



ABILITY: DRIZZLE  
ITEM: CHESTO BERRY

SURF  
ICE BEAM  
THUNDER  
REST

WATER  
ICE  
ELECTRIC  
PSYCHIC

#### LUDICOLO ♀

WATER-GRASS



ABILITY: SWIFT SWIM  
ITEM: LEFTOVERS

ICE BEAM  
HYDRO PUMP  
GIGA DRAIN  
LEECH SEED

ICE  
WATER  
GRASS  
GRASS

#### KINGDRA ♂

WATER-DRAGON



ABILITY: SWIFT SWIM  
ITEM: KING'S ROCK

ICE BEAM  
HYDRO PUMP  
DRAGONBREATH  
RAIN DANCE

ICE  
WATER  
DRAGON  
WATER

#### ELECTRODE

ELECTRIC



ABILITY: STATIC  
ITEM: SILK SCARF

THUNDER  
EXPLOSION  
RAIN DANCE  
LIGHT SCREEN

ELECTRIC  
NORMAL  
WATER  
PSYCHIC

#### GOREBYSS ♂

WATER



ABILITY: SWIFT SWIM  
ITEM: LAX INCENSE

ICE BEAM  
HYDRO PUMP  
PSYCHIC  
HIDDEN POWER

ICE  
WATER  
PSYCHIC  
NORMAL

#### REGICE

ICE



ABILITY: CLEAR BODY  
ITEM: BRIGHT POWDER

ICE BEAM  
EXPLOSION  
THUNDER  
HIDDEN POWER

ICE  
NORMAL  
ELECTRIC  
NORMAL



**SEMIFINAL: SHOO**
**SUPERTRAINER ♂**


When Shoo's Groudon hits the field, its Drought ability will turn up the heat and cook up combos for his team: Fire-type damage will skyrocket; Chlorophyll abilities will produce *doubled* Speed; and the Grass-type Solarbeam attack will charge up instantly. Exploit the weather and use your own Solarbeam-equipped Pokémon to destroy Ground-type Groudon. Then change the battle climate with Rain Dance to disable the other team's speedy Chlorophyll advantage—or else three of them will always get the jump on your team. Finally, use Surf (its damage swells in rain) to drown vulnerable Houndoom, Entei and Regirock.

**GROUDON**

GROUND


 ABILITY: DROUGHT  
 ITEM: QUICK CLAW

 EARTHQUAKE  
 ANCIENTPOWER  
 RETURN  
 OVERHEAT

 GROUND  
 ROCK  
 NORMAL  
 FIRE

**SHIFTRY ♂**

GRASS-DARK


 ABILITY: CHLOROPHYLL  
 ITEM: LAX INCENSE

 EXPLOSION  
 SOLARBEAM  
 SHADOW BALL  
 BRICK BREAK

 NORMAL  
 GRASS  
 GHOST  
 FIGHTING

**VILEPLUME ♀**

GRASS-POISON


 ABILITY: CHLOROPHYLL  
 ITEM: KING'S ROCK

 SOLARBEAM  
 HIDDEN POWER  
 SLEEP POWDER  
 SUNNY DAY

 GRASS  
 NORMAL  
 GRASS  
 FIRE

**HOUNDOOM ♂**

DARK-FIRE


 ABILITY: CHLOROPHYLL  
 ITEM: SCOPE LENS

 SOLARBEAM  
 OVERHEAT  
 CRUNCH  
 HIDDEN POWER

 GRASS  
 FIRE  
 DARK  
 NORMAL

**ENTEI**

FIRE


 ABILITY: PRESSURE  
 ITEM: BRIGHT POWDER

 SOLARBEAM  
 FIRE BLAST  
 REFLECT  
 HIDDEN POWER

 GRASS  
 FIRE  
 PSYCHIC  
 NORMAL

**REGIROCK**

ROCK


 ABILITY: CLEAR BODY  
 ITEM: LEFTOVERS

 SUPERPOWER  
 EXPLOSION  
 ANCIENTPOWER  
 EARTHQUAKE

 FIGHTING  
 NORMAL  
 ROCK  
 GROUND

**FINAL: INFIN**
**MYTH TRAINER ♂**


Latias, Latios and Rayquaza—all three will fall to the Ice Beam attack. Unfortunately, Infin will often lead with his Kyogre, which will obliterate many Pokémon in a flash. Lead with a Pokémon that can strike first with Thunder, which will take advantage of Kyogre's Drizzle-summoned rainstorm to hit the Water-type Pokémon with megadamage without fail. Once it's out of the way, you'll have free reign to deal with the rest of Infin's crew. If one of your Pokémon can survive Slaking's Hyper Beam (the Endure move may help), it can bash Slaking when the Pokémon becomes inactive on its next turn. To trounce Heracross, which uses the Endure-Reversal combo and follows with Salac Berry, counter with Quick Attack.

**KYOGRE**

WATER


 ABILITY: DRIZZLE  
 ITEM: CHESTO BERRY

 SURF  
 ICE BEAM  
 THUNDER  
 REST

 WATER  
 ICE  
 ELECTRIC  
 PSYCHIC

**SLAKING ♂**

NORMAL


 ABILITY: TRUANT  
 ITEM: CHOICE BAND

 HYPER BEAM  
 EARTHQUAKE  
 SHADOW BALL

 NORMAL  
 GROUND  
 GHOST

**LATIAS ♀**

DRAGON-PSYCHIC


 ABILITY: LEVITATE  
 ITEM: BRIGHT POWDER

 CALM MIND  
 ICE BEAM  
 DRAGON CLAW  
 PSYCHIC

 PSYCHIC  
 ICE  
 DRAGON  
 PSYCHIC

**LATIOS ♂**

DRAGON-PSYCHIC


 ABILITY: LEVITATE  
 ITEM: SOUL DEW

 SURF  
 THUNDER  
 DRAGON CLAW  
 PSYCHIC

 WATER  
 ELECTRIC  
 DRAGON  
 PSYCHIC

**HERACROSS ♂**

BUG-FIGHTING


 ABILITY: SWARM  
 ITEM: SALAC BERRY

 MEGAHORN  
 EARTHQUAKE  
 ENDURE  
 REVERSAL

 BUG  
 GROUND  
 NORMAL  
 FIGHTING

**RAYQUAZA**

DRAGON-FLYING


 ABILITY: AIR LOCK  
 ITEM: LEFTOVERS

 AERIAL ACE  
 EXTREMESPEED  
 EARTHQUAKE  
 DRAGON DANCE

 FLYING  
 NORMAL  
 GROUND  
 DRAGON


# ORRE COLOSSEUM

**LEVEL 100: DOUBLE BATTLE** POKé COUPON: 5,000 points

## THE ULTIMATE CHALLENGE

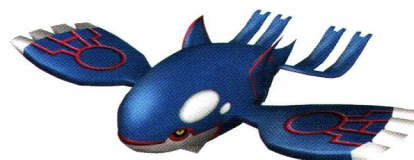
Orre Colosseum's Level-100 Double Battle challenge is about the most intense Pokémon battle you can imagine. If you know your combos, you'll see your opponents setting them up a mile away. Unfortunately, with the Trainers' superspeedy Pokémon, they may set up combos much faster than you can react to them. The secret to defeating the Trainers is to capitalize on their combos and KO the competition before they destroy your team. In addition, Double Battle mainstays such as the field-shattering Earthquake remain useful, if you can keep your attacker's partner from feeling the high-impact blow.



Don't be dazzled by all of the legendary Pokémon that you'll meet on your way to the final Trainer. To bring down the elite crews, you'll need your wits about you to set up combos that will bring your foes crashing down.

## NUMBER OF TYPES YOU'LL FACE

<b>NORMAL</b>	6	<b>FLYING</b>	10
<b>FIRE</b>	1	<b>PSYCHIC</b>	8
<b>WATER</b>	8	<b>BUG</b>	5
<b>ELECTRIC</b>	3	<b>ROCK</b>	4
<b>GRASS</b>	2	<b>GHOST</b>	3
<b>ICE</b>	2	<b>DRAGON</b>	10
<b>FIGHTING</b>	2	<b>DARK</b>	4
<b>POISON</b>	1	<b>STEEL</b>	5
<b>GROUND</b>	5		



## RECOMMENDED ATTACK/POKéMON TYPES

### ICE

Dragon-types fill the air in Orre Colosseum, and they've all got seriously potent attacks. Lash at them with Ice-type strikes, such as the chilling Ice Beam, to destroy the Dragon-types quickly.

### GROUND

Earthquake cleans up the battlefield fast, more so if a Ground-type Pokémon delivers the Ground-type attack. If you go for the same-type strategy, watch out for Water-, Grass- and Ice-type attacks.

### FLYING

Because Earthquake is such a common Double Battle strategy, Flying-types remain important defensively: they're immune to the Ground-type move's megadamage.

### GHOST

Orre Colosseum has many fearsome Psychic-type Pokémon. Ghost-type attacks can make 'em crazy. In addition, the Destiny Bond move is a dirty way to KO the legendary Pokémon—but it works great.

### STEEL

The Defense stats for Steel-types are usually extremely high, so they rebuff much of the damage that comes their way from physical attacks. Beware the Earthquake move; it'll shatter them.

## SPECIFIC MOVE RECOMMENDATIONS



The Psychic-types are a major pain, so use Shadow Ball's high power to inflict lots of Ghost-type damage.



Ice Beam not only delivers huge Ice-type damage, it also often inflicts a Freeze condition—cross your fingers.



## TRAINER ALERT!

### FINAL: INITY

Inity has four legendary Pokémon on his team. Two of them—Groudon and Kyogre—can power up Latios in different ways with their sun- and rain-bringing abilities, respectively. If you don't have superspeedy Pokémon that can take fast advantage of the weather, equip your team with a move like Sandstorm to bring a third kind of weather onto the field.



**BATTLE 1: VENAK**
**RICH BOY ♂**

Even though Venak battles at the highest echelon of the circuit, he will pull a tried-and-true Double Battle attack: Earthquake. Keep two Flying-types in your stable to take out Swampert quickly (he can't shoot his Ice Beam at them both). They're immune to Earthquake.

**SKARMORY ♀**

STEEL-FLYING


 ABILITY: KEEN EYE  
 ITEM: BRIGHT POWDER

 SPIKES  
 TOXIC  
 DRILL PECK  
 ROAR  
 GROUND  
 POISON  
 FLYING  
 NORMAL

**SWAMPERT ♂**

WATER-GROUND


 ABILITY: TORRENT  
 ITEM: SCOPE LENS

 EARTHQUAKE  
 MUDDY WATER  
 ICE BEAM  
 ROAR  
 GROUND  
 WATER  
 ICE  
 NORMAL

**SABLEYE ♂**

DARK-GHOST


 ABILITY: KEEN EYE  
 ITEM: LUM BERRY

 CONFUSE RAY  
 TOXIC  
 SHADOW BALL  
 RECOVER  
 GHOST  
 POISON  
 GHOST  
 NORMAL

**SHUCKLE ♀**

BUG-ROCK


 ABILITY: STURDY  
 ITEM: CHESTO BERRY

 TOXIC  
 ATTRACT  
 SAFEGUARD  
 REST  
 POISON  
 NORMAL  
 NORMAL  
 PSYCHIC

**REGICE**

ICE


 ABILITY: CLEAR BODY  
 ITEM: FOCUS BAND

 ICY WIND  
 ICE BEAM  
 THUNDERBOLT  
 PROTECT  
 ICE  
 ICE  
 ELECTRIC  
 NORMAL

**UMBREON ♂**

DARK


 ABILITY: SYNCHRONIZE  
 ITEM: LEFTOVERS

 CONFUSE RAY  
 TOXIC  
 FAINT ATTACK  
 MOONLIGHT  
 GHOST  
 POISON  
 DARK  
 NORMAL

**BATTLE 2: HURON**
**SUPERTRAINER ♀**

Rhydon's the linchpin of Huron's team. It's often paired with a Water-type because its Lightningrod will draw Electric-type strikes away from where you want them to go—to Suicune, Swellow or Walrein. Eliminate Rhydon with Water-type attacks, then destroy Huron's team.

**SUICUNE**

WATER


 ABILITY: PRESSURE  
 ITEM: CHESTO BERRY

 ICE BEAM  
 HYDRO PUMP  
 CALM MIND  
 REST  
 ICE  
 WATER  
 PSYCHIC  
 PSYCHIC

**RHYDON ♂**

GROUND-ROCK


 ABILITY: LIGHTNINGROD  
 ITEM: QUICK CLAW

 MEGAHORN  
 EARTHQUAKE  
 ROCK BLAST  
 PROTECT  
 BUG  
 GROUND  
 ROCK  
 NORMAL

**SWELLOW ♀**

NORMAL-FLYING


 ABILITY: GUTS  
 ITEM: CHOICE BAND

 RETURN  
 AERIAL ACE  
 HYPER BEAM  
 QUICK ATTACK  
 NORMAL  
 FLYING  
 NORMAL  
 NORMAL

**LATIOS ♂**

DRAGON-PSYCHIC


 ABILITY: LEVITATE  
 ITEM: SOUL DEW

 PSYCHIC  
 THUNDERBOLT  
 DRAGON CLAW  
 ICE BEAM  
 PSYCHIC  
 ELECTRIC  
 DRAGON  
 ICE

**METAGROSS**

STEEL-PSYCHIC


 ABILITY: CLEAR BODY  
 ITEM: SCOPE LENS

 METEOR MASH  
 EARTHQUAKE  
 SHADOW BALL  
 PROTECT  
 STEEL  
 GROUND  
 GHOST  
 NORMAL

**WALREIN ♀**

ICE-WATER


 ABILITY: THICK FAT  
 ITEM: LEFTOVERS

 ICE BEAM  
 WATERFALL  
 SHEER COLD  
 PROTECT  
 ICE  
 WATER  
 ICE  
 NORMAL

**BATTLE 3: Bomber**
**WORKER ♂**

Earthquake will demolish Jirachi, and Ice Beam will bring down Latias. But to defeat Bomber, you'll need to stop his Linoone's Belly Drum-Rest-Chesto Berry combo (see page 10). If it hits the field, focus both of your battlers' attacks against it before the combo's fully developed!

**MILTANK ♀**

NORMAL


 ABILITY: THICK FAT  
 ITEM: BRIGHT POWDER

 PSYCH UP  
 EARTHQUAKE  
 SHADOW BALL  
 RETURN  
 NORMAL  
 GROUND  
 GHOST  
 NORMAL

**LINOONE ♂**

NORMAL


 ABILITY: PICKUP  
 ITEM: CHESTO BERRY

 BELLY DRUM  
 SHADOW BALL  
 RETURN  
 REST  
 NORMAL  
 GHOST  
 NORMAL  
 PSYCHIC

**LATIAS ♀**

DRAGON-PSYCHIC


 ABILITY: LEVITATE  
 ITEM: LAX INCENSE

 HELPING HAND  
 REFLECT  
 LIGHT SCREEN  
 PSYCHIC  
 NORMAL  
 PSYCHIC  
 PSYCHIC  
 PSYCHIC

**CROBAT ♂**

POISON-FLYING


 ABILITY: INNER FOCUS  
 ITEM: SCOPE LENS

 SHADOW BALL  
 AERIAL ACE  
 SLUDGE BOMB  
 CONFUSE RAY  
 GHOST  
 FLYING  
 POISON  
 GHOST

**SHEDINJA**

BUG-GHOST


 ABILITY: WONDER GUARD  
 ITEM: LUM BERRY

 SWORDS DANCE  
 SILVER WIND  
 SHADOW BALL  
 PROTECT  
 NORMAL  
 BUG  
 GHOST  
 NORMAL

**JIRACHI**

STEEL-PSYCHIC


 ABILITY: SERENE GRACE  
 ITEM: QUICK CLAW

 PSYCHIC  
 THUNDER  
 WATER PULSE  
 PROTECT  
 PSYCHIC  
 ELECTRIC  
 WATER  
 NORMAL




## BATTLE 4: FORGON

COOLTRAINER ♂

Forgon's team is full of Dragon-types, so Ice Beam will cut through them with supereffective Ice-type damage. Unfortunately, his Dusclops will prevent your Pokémon from using Ice Beam (and Dusclops's other three moves) by using Imprison. Eliminate the Ghost-type quickly.

### DUSCLOPS ♀

GHOST



ABILITY: PRESSURE  
ITEM: CHESTO BERRY

IMPRISON  
PROTECT  
ICE BEAM  
EARTHQUAKE

PSYCHIC  
NORMAL  
ICE  
GROUND

### FLYGON ♂

GROUND-DRAGON



ABILITY: LEVITATE  
ITEM: BRIGHT POWDER

FIRE BLAST  
EARTHQUAKE  
CRUNCH  
DRAGON CLAW

FIRE  
GROUND  
DARK  
DRAGON

### RAYQUAZA

DRAGON-FLYING



ABILITY: AIR LOCK  
ITEM: SCOPE LENS

THUNDERBOLT  
ICE BEAM  
PROTECT  
DRAGON CLAW

ELECTRIC  
ICE  
NORMAL  
DRAGON

### SALAMENCE ♀

DRAGON-FLYING



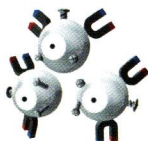
ABILITY: INTIMIDATE  
ITEM: LAX INCENSE

EARTHQUAKE  
AERIAL ACE  
DOUBLE-EDGE  
BRICK BREAK

GROUND  
FLYING  
NORMAL  
FIGHTING

### MAGNETON

ELECTRIC-STEEL



ABILITY: STURDY  
ITEM: QUICK CLAW

THUNDERBOLT  
THUNDER WAVE  
REFLECT  
HIDDEN POWER

ELECTRIC  
ELECTRIC  
PSYCHIC  
NORMAL

### ALTARIA ♀

DRAGON-FLYING



ABILITY: NATURAL CURE  
ITEM: KING'S ROCK

FLAMETHROWER  
SKY ATTACK  
EARTHQUAKE  
DRAGON CLAW

FIRE  
FLYING  
GROUND  
DRAGON



## BATTLE 5: MARLEY

RIDER ♀

Marley's rainstorm combos are potent. If your Pokémon are superquick, strike her Water-types with Thunder—which hits with supereffective damage every time in rain—before her team does the same. Otherwise, change the weather to disrupt her combo, and type-trump as usual.

### HARIYAMA ♀

FIGHTING



ABILITY: THICK FAT  
ITEM: LEFTOVERS

HELPING HAND  
BRICK BREAK  
FAKE OUT  
PROTECT

NORMAL  
FIGHTING  
NORMAL  
NORMAL

### KINGDRA ♂

DRAGON-WATER



ABILITY: SWIFT SWIM  
ITEM: KING'S ROCK

RAIN DANCE  
HYDRO PUMP  
ICE BEAM  
DRAGONBREATH

WATER  
WATER  
ICE  
DRAGON

### RAIKOU

ELECTRIC



ABILITY: PRESSURE  
ITEM: BRIGHT POWDER

THUNDER  
CRUNCH  
HIDDEN POWER  
PROTECT

ELECTRIC  
DARK  
NORMAL  
NORMAL

### SCEPTILE ♂

GRASS



ABILITY: OVERGROW  
ITEM: FOCUS BAND

DRAGON CLAW  
LEAF BLADE  
CRUNCH  
DETECT

DRAGON  
GRASS  
DARK  
FIGHTING

### STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE  
ITEM: SCOPE LENS

THUNDER  
ICE BEAM  
PROTECT  
HYDRO PUMP

ELECTRIC  
ICE  
NORMAL  
WATER

### GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE  
ITEM: LUM BERRY

EARTHQUAKE  
RETURN  
DRAGON DANCE  
HIDDEN POWER

GROUND  
NORMAL  
DRAGON  
NORMAL



## BATTLE 6: OKAMOO

SUPERTRAINER ♂

Okamoo's combo-slinging strategy focuses mostly on Ninjask and Scizor (which can raise their stats then transfer them with Baton Pass) and Togetic (which can draw your attacks from its partner to itself with Follow Me). Obliterate those key combo-makers if they hit the field.

### NINJASK ♀

BUG-FLYING



ABILITY: SPEED BOOST  
ITEM: LUM BERRY

SWORDS DANCE  
AERIAL ACE  
BATON PASS  
PROTECT

NORMAL  
FLYING  
NORMAL  
NORMAL

### TOGETIC ♂

NORMAL-FLYING



ABILITY: SERENE GRACE  
ITEM: LAX INCENSE

FOLLOW ME  
LIGHT SCREEN  
REFLECT  
ENCORE

NORMAL  
PSYCHIC  
PSYCHIC  
NORMAL

### FERALIGATR ♂

WATER



ABILITY: TORRENT  
ITEM: SCOPE LENS

BRICK BREAK  
SLASH  
CRUNCH  
HYDRO PUMP

FIGHTING  
NORMAL  
DARK  
WATER

### HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM  
ITEM: SALAC BERRY

MEGAHORN  
EARTHQUAKE  
ENDURE  
REVERSAL

BUG  
GROUND  
NORMAL  
FIGHTING

### URSARING ♀

NORMAL



ABILITY: GUTS  
ITEM: CHESTO BERRY

RETURN  
AERIAL ACE  
BRICK BREAK  
REST

NORMAL  
FLYING  
FIGHTING  
PSYCHIC

### SCIZOR ♂

BUG-STEEL



ABILITY: SWARM  
ITEM: FOCUS BAND




SWORDS DANCE  
BATON PASS  
AERIAL ACE  
SILVER WIND

NORMAL  
NORMAL  
FLYING  
BUG









**SEMIFINAL: SHUN**
**SUPERTRAINER ♂**


Shatter Regirock as soon as it hits the field, before it uses Sunny Day—the move pumps up his team's Solarbeam attacks and Fire-type strikes, and activates Houndoom's Flash Fire, which raises Fire-type damage even more. Unless you can burn up Electrode and Shiftry quickly with your own Fire-type attacks, change the weather with Rain Dance then use Surf to bore through Regirock, Golem and Houndoom with rain-powered Water-type damage. Shiftry is tricky because it'll use Fake Out to gain a high-powered first strike. Ghost-type Pokémon are immune to such Normal-type attacks, but beware Shiftry's Ghost-type Shadow Ball.

<b>REGIROCK</b>  ABILITY: CLEAR BODY ITEM: SILK SCARF EXPLOSION SUNNY DAY ANCIENTPOWER PROTECT NORMAL FIRE ROCK NORMAL	<b>SHIFTRY ♂</b>  ABILITY: CHLOROPHYLL ITEM: LUM BERRY EXPLOSION FAKE OUT SOLARBEAM SHADOW BALL NORMAL NORMAL GRASS GHOST	<b>GOLEM ♂</b>  ABILITY: ROCK HEAD ITEM: QUICK CLAW EXPLOSION PROTECT ROCK BLAST EARTHQUAKE NORMAL NORMAL ROCK GROUND
<b>ELECTRODE</b>  ABILITY: SOUNDPROOF ITEM: CHOICE BAND EXPLOSION THUNDERBOLT NORMAL ELECTRIC	<b>HOUNDOOM ♀</b>  ABILITY: FLASH FIRE ITEM: WHITE HERB OVERHEAT SOLARBEAM CRUNCH PROTECT FIRE GRASS DARK NORMAL	<b>ALAKAZAM ♀</b>  ABILITY: INNER FOCUS ITEM: LAX INCENSE PSYCHIC FIRE PUNCH PROTECT ICE PUNCH PSYCHIC FIRE NORMAL ICE

**FINAL: INITY**
**MYTH TRAINER ♂**


Infin ruled over Orre Colosseum's Single Battle final; Inity reigns during Double Battle. His team is extraordinarily powerful, and it churns out combos. Kyogre's rain-bringing Drizzle will pour power into its Water Spout attack and Salamence's Hydro Pump, plus turn Latios's Thunder into a never-miss strike. Groudon's sun-drenching Drought will enflame its Overheat attack and Salamence's Fire Blast, plus turn Latios's Solarbeam into a devastation every turn. Ideally, you should use Inity's climate-control combos for your own benefit with first-strike, superfast Pokémon. In rain or shine, Salamence and Latios benefit greatly, so if you need to change the weather, don't change it to rain or sun.

<b>LATIAS ♀</b>  ABILITY: LEVITATE ITEM: LEFTOVERS CALM MIND ICE BEAM MIST BALL DRAGON CLAW PSYCHIC ICE PSYCHIC DRAGON	<b>LATIOS ♂</b>  ABILITY: LEVITATE ITEM: SOUL DEN PSYCHIC DRAGON CLAW CRUNCHER SOLARBEAM PSYCHIC DRAGON ELECTRIC GRASS	<b>KYOGRE</b>  ABILITY: DRIZZLE ITEM: BRIGHT POWDER WATER SPOUT ICE BEAM THUNDER PROTECT WATER ICE ELECTRIC NORMAL
<b>SALAMENCE ♀</b>  ABILITY: INTIMIDATE ITEM: SCOPE LENS FIRE BLAST DRAGON CLAW HYDRO PUMP CRUNCH FIRE DRAGON WATER DARK	<b>GROUDON</b>  ABILITY: DROUGHT ITEM: LAX INCENSE EARTHQUAKE ANCIENTPOWER OVERHEAT PROTECT GROUND ROCK FIRE NORMAL	<b>SLAKING ♂</b>  ABILITY: TRUANT ITEM: CHOICE BAND HYPER BEAM EARTHQUAKE SHADOW BALL NORMAL GROUND GHOST

# MT. BATTLE: SINGLE BATTLE

In the history of Pokémon competitions, there's never been a challenge as imposing as Mt. Battle's 100-Trainer climb—six Pokémon against 600 Pokémon! With tips and tell-all details about each Trainer, you'll reach the peak in no time.

## TAKE YOUR CREW TO THE TOP

Before you begin your fight to surmount Mt. Battle, ensure that you've got a top-notch team—one that can survive 100 Trainers. You won't be allowed to change your team's composition. As you reach higher altitudes on Mt. Battle, Trainers fight with progressively more challenging teams. Mt. Battle is separated into 10-Trainer areas.

Every time you beat an area, you'll get valuable Poké Coupon points (see below). If you bring a team of Pokémon at Level 50 or lower, Trainers will battle with Pokémon at Level 50. But if you bring in even one Pokémon with a level higher than 50, Trainer teams will be filled entirely with Pokémon at that higher level—plan your team carefully.

AREA	BATTLE	DIFFICULTY	MOVE EFFECT	HELD ITEM	KIND OF HELD ITEM
1	1-10	NORMAL	NORMAL	NOT USED	—
2	11-20	NORMAL	NORMAL	NOT USED	—
3	21-30	NORMAL	NORMAL	NOT USED	—
4	31-40	NORMAL	NORMAL	ALL	MOSTLY BERRIES
5	41-50	NORMAL	STRONG	ALL	MOSTLY BERRIES
6	51-60	STRONG	STRONG	ALL	VARIOUS
7	61-70	STRONG	STRONG	ALL	VARIOUS
8	71-80	STRONG	STRONG	ALL	VARIOUS
9	81-90	VERY STRONG	VERY STRONG	ALL	VARIOUS
10	91-100	VERY STRONG	VERY STRONG	ALL	VARIOUS

## QUICK TIPS FOR SINGLE BATTLES

### COVER YOUR BASES

Since you must take one team to the top without changing any members, ensure that you've got your defenses against many or all attack types covered—see page 14 for an example of a good defensive team.

### LASH OUT WITH CONDITIONS

Make sure your crew has a range of moves that can inflict a variety of status conditions with high Accuracy. If you face a Pokémon whose direct attack power is frightening, smack it with a crippling condition.

### PEAKS ALONG THE WAY

The final Trainer of each area is a doozy. His or her Pokémon have moves or held items comparable in power to those of the previous nine Trainers, but there's always something devious about the final team.

## AWARDS ALONG THE WAY

If you defeat a Trainer without having a single member of your team KO'd, you'll earn an extra continue. Battle hard to earn continues—if your team fails and you have no more continues, you'll need to start your Mt. Battle journey from the first Trainer! Also, every time you beat an area, you'll be able to enter a waystation where you can collect your Poké Coupon points (the awards are the same in both Single Battle and Double Battle). You can use the points to purchase rare TMs and held items at the Poké Coupon Exchange. Consult the conditions on page 45 before you assemble your team—use of certain Pokémon will decrease your point award.


AREA	POINTS
1	50
2	100
3	200
4	400
5	800
6	1,600
7	1,800
8	2,000
9	3,000
10	5,000



# AREA 1

## POKé COUPON: 50 points

### BATTLE 1: ROOD GLASSES MAN ♂

<b>SUNKERN ♀</b>	GRASS
	ABILITY: CHLOROPHYLL ITEM: —
GROWTH SUNNY DAY ABSORB BULLET SEED	NORMAL FIRE GRASS GRASS

<b>AZURILL ♀</b>	NORMAL
	ABILITY: HUGE POWER ITEM: —
ATTRACT BUBBLE CHARM WATER GUN	NORMAL WATER NORMAL WATER


<b>MAGIKARP ♀</b>	WATER
	ABILITY: SWIFT SWIM ITEM: —
SPLASH TACKLE FLAIL	NORMAL NORMAL NORMAL

<b>RAITS ♂</b>	PSYCHIC
	ABILITY: TRACE ITEM: —
CONFUSION HYPNOSIS TELEPORT GROWL	PSYCHIC PSYCHIC PSYCHIC NORMAL

<b>WURMPLE ♂</b>	BUG
	ABILITY: SHIELD DUST ITEM: —
TACKLE STRING SHOT POISON STING	NORMAL BUG POISON


<b>SILCOON ♂</b>	BUG
	ABILITY: SHED SKIN ITEM: —
HARDEN STRING SHOT TACKLE POISON STING	NORMAL BUG NORMAL POISON

### BATTLE 2: SANO ATHLETE ♀


<b>WOOPER ♂</b>	WATER-GROUND
	ABILITY: WATER ABSORB ITEM: —
WATER GUN TAIL WHIP AMNESIA RAIN DANCE	WATER NORMAL PSYCHIC WATER

<b>NINCADA ♀</b>	BUG-GROUND
	ABILITY: COMPOUNDEYES ITEM: —
HARDEN LEECH LIFE FALSE SWIPE SAND-ATTACK	NORMAL BUG NORMAL GROUND

<b>CASCOON ♀</b>	BUG
	ABILITY: SHED SKIN ITEM: —
TACKLE POISON STING STRING SHOT HARDEN	NORMAL POISON BUG NORMAL

<b>LOTAD ♀</b>	WATER-GRASS
	ABILITY: SWIFT SWIM ITEM: —
ASTONISH RAIN DANCE MIST ABSORB	GHOST WATER ICE BUG

<b>FEEBAS ♀</b>	WATER
	ABILITY: SWIFT SWIM ITEM: —
SPLASH FLAIL TACKLE MUD SPORT	NORMAL NORMAL NORMAL GROUND


<b>IGGLYBUFF ♀</b>	NORMAL
	ABILITY: CUTE CHARM ITEM: —
SING POUND CHARM SWEET KISS	NORMAL NORMAL NORMAL NORMAL

### BATTLE 3: EARGLE RIDER ♂

<b>PICHU ♂</b>	ELECTRIC
	ABILITY: STATIC ITEM: —
SHOCK WAVE SECRET POWER CHARM SWEET KISS	ELECTRIC NORMAL NORMAL NORMAL

<b>DUSKULL ♀</b>	GHOST
	ABILITY: LEVITATE ITEM: —
ASTONISH CONFUSE RAY DISABLE PURSUIT	GHOST GHOST NORMAL DARK

<b>MAKHITA ♂</b>	FIGHTING
	ABILITY: GUTS ITEM: —
ARM THRUST WHIRLWIND KNOCK OFF REVERSAL	FIGHTING NORMAL DARK FIGHTING


<b>SEEDOT ♀</b>	GRASS
	ABILITY: CHLOROPHYLL ITEM: —
BIDE SYNTHESIS QUICK ATTACK SUNNY DAY	NORMAL GRASS NORMAL FIRE


<b>POOCHYENA ♂</b>	DARK
	ABILITY: RUN AWAY ITEM: —
TACKLE SCARY FACE SWAGGER THIEF	NORMAL NORMAL NORMAL DARK

<b>ZIGZAGOON ♀</b>	NORMAL
	ABILITY: PICKUP ITEM: —
TACKLE FLAIL ODOR SLEUTH PIN MISSILE	NORMAL NORMAL NORMAL BUG

### BATTLE 4: ZOILA LADY ♀


<b>MARILL ♀</b>	WATER
	ABILITY: HUGE POWER ITEM: —
WATER GUN TAIL WHIP ROLLOUT RAIN DANCE	WATER NORMAL ROCK WATER

<b>SLUGMA ♀</b>	FIRE
	ABILITY: MAGMA ARMOR ITEM: —
YAWN AMNESIA ACID ARMOR EMBER	NORMAL PSYCHIC POISON FIRE

<b>ZUBAT ♂</b>	POISON-FLYING
	ABILITY: INNER FOCUS ITEM: —
ASTONISH CONFUSE RAY GUST MEAN LOOK	GHOST GHOST FLYING NORMAL


<b>LEDYBA ♂</b>	BUG-FLYING
	ABILITY: EARLY BIRD ITEM: —
AERIAL ACE SAFEGUARD LIGHT SCREEN DIG	FLYING NORMAL PSYCHIC GROUND


<b>BARBOACH ♂</b>	WATER-GROUND
	ABILITY: OBLIVIOUS ITEM: —
WATER GUN SNORE REST FISSURE	WATER NORMAL PSYCHIC GROUND


<b>SKITTY ♀</b>	NORMAL
	ABILITY: CUTE CHARM ITEM: —
SING ASSIST CHARM COVET	NORMAL NORMAL NORMAL NORMAL

### BATTLE 5: SECORT LADY IN SUIT ♀


<b>TOGEPI ♂</b>	NORMAL
	ABILITY: SERENE GRACE ITEM: —
SHOCK WAVE WISH METRONOME SAFEGUARD	ELECTRIC NORMAL NORMAL NORMAL

<b>TAILLOW ♂</b>	NORMAL-FLYING
	ABILITY: GUTS ITEM: —
FOCUS ENERGY DOUBLE TEAM QUICK ATTACK PECK	NORMAL NORMAL NORMAL FLYING







<b>HOPPIP ♂</b>	GRASS-FLYING
	ABILITY: CHLOROPHYLL ITEM: —
MEGA DRAIN LEECH SEED ATTRACT STUN SPORE	GRASS GRASS NORMAL GRASS

<b>TRAPINCH ♀</b>	GROUND
	ABILITY: ARENA TRAP ITEM: —
GUST SAND-ATTACK SAND TOMB SANDSTORM	FLYING GROUND GROUND ROCK







<b>SMEARGLE ♀</b>	NORMAL
	ABILITY: OWN TEMPO ITEM: —
AGILITY FLAIL ENDURE ODOR SLEUTH	PSYCHIC NORMAL NORMAL NORMAL

<b>SHEDINJA</b>	BUG-GHOST
	ABILITY: WONDER GUARD ITEM: —
ENDURE MIND READER HARDEN REST	NORMAL NORMAL NORMAL PSYCHIC







## BATTLE 6: GRUND FUN OLD MAN ♂

<b>WYNAUT ♂</b>  ABILITY: SHADOW TAG ITEM: — CHARM MIRROR COAT COUNTER SAFEGUARD PSYCHIC NORMAL PSYCHIC FIGHTING NORMAL	<b>SWINUB ♀</b>  ABILITY: OBLIVIOUS ITEM: — POWDER SNOW ODOR SLEUTH RETURN ENDURE ICE-GROUND ICE NORMAL NORMAL NORMAL	<b>SENTRET ♂</b>  ABILITY: KEEN EYE ITEM: — SCRATCH DEFENSE CURL FURY SWIPES THIEF NORMAL NORMAL NORMAL DARK
<b>HOOTHOOT ♀</b>  ABILITY: INSOMNIA ITEM: — FORESIGHT TACKLE HYPNOSIS PECK NORMAL-FLYING NORMAL NORMAL PSYCHIC FLYING	<b>KIRLIA ♀</b>  ABILITY: TRACE ITEM: — DOUBLE TEAM TAUNT CONFUSION GROWL PSYCHIC NORMAL DARK PSYCHIC NORMAL	<b>WINGULL ♀</b>  ABILITY: KEEN EYE ITEM: — WATER GUN QUICK ATTACK MIST PURSUIT WATER-FLYING WATER NORMAL ICE DARK







## BATTLE 7: GARS ROLLER BOY ♂

<b>JIGGLYPUFF ♀</b>  ABILITY: CUTE CHARM ITEM: — SING MIMIC DOUBLES LAP DEFENSE CURL NORMAL NORMAL NORMAL NORMAL NORMAL	<b>MEDITITE ♂</b>  ABILITY: PURE POWER ITEM: — HIDDEN POWER DETECT CONFUSION FAKE OUT FIGHTING-PSYCHIC NORMAL FIGHTING PSYCHIC NORMAL	<b>SPHEAL ♂</b>  ABILITY: THICK FAT ITEM: — ENCORE HAIL ICE BALL WATER GUN ICE-WATER NORMAL ICE ICE WATER
<b>MAREEP ♀</b>  ABILITY: STATIC ITEM: — THUNDERSHOCK TACKLE LIGHT SCREEN ATTRACT ELECTRIC ELECTRIC NORMAL PSYCHIC NORMAL	<b>GEODUDE ♂</b>  ABILITY: ROCK HEAD ITEM: — ROCK SMASH ROLLOUT TACKLE DEFENSE CURL ROCK-GROUND FIGHTING ROCK NORMAL NORMAL	<b>SPINARAK ♂</b>  ABILITY: INSOMNIA ITEM: — POISON STING FURY SWIPES LEECH LIFE SPIDER WEB BUG-POISON POISON NORMAL BUG BUG







## BATTLE 8: LADIN HUNTER ♂

<b>ELECTRIKE ♂</b>  ABILITY: STATIC ITEM: — THUNDERSHOCK THUNDER WAVE TACKLE HOWL ELECTRIC ELECTRIC ELECTRIC NORMAL NORMAL	<b>VULPIX ♀</b>  ABILITY: FLASH FIRE ITEM: — QUICK ATTACK WILL-O-WISP EMBER SAFEGUARD FIRE NORMAL FIRE FIRE NORMAL	<b>SLAKOTH ♂</b>  ABILITY: TRUANT ITEM: — YAWN COVET AERIAL ACE SLACK OFF NORMAL NORMAL NORMAL FLYING NORMAL
<b>PINECO ♂</b>  ABILITY: STURDY ITEM: — PIN MISSILE RAPID SPIN TACKLE SPIKES BUG BUG NORMAL NORMAL GROUND	<b>SHUPPET ♀</b>  ABILITY: INSOMNIA ITEM: — SPITE ASTONISH WILL-O-WISP SNATCH GHOST GHOST GHOST FIRE DARK	<b>HORSEA ♂</b>  ABILITY: SWIFT SWIM ITEM: — TWISTER BUBBLE AGILITY SMOKE SCREEN WATER DRAGON WATER PSYCHIC NORMAL

## BATTLE 9: RAPOZ BODYBUILDER ♂

<b>SHROOMISH ♂</b>  ABILITY: EFFECT SPORE ITEM: — LEECH SEED STUN SPORE MEGA DRAIN FAKE TEARS GRASS GRASS GRASS GRASS DARK	<b>WHISMUR ♀</b>  ABILITY: SOUNDPROOF ITEM: — ASTONISH POUND SUPERSONIC ROAR NORMAL GHOST NORMAL NORMAL NORMAL	<b>SNORUNT ♀</b>  ABILITY: INNER FOCUS ITEM: — POWDER SNOW BITE DOUBLE TEAM HAIL ICE ICE DARK NORMAL ICE
<b>SURSKIT ♀</b>  ABILITY: SWIFT SWIM ITEM: — QUICK ATTACK AGILITY BUBBLE MIST BUG-WATER NORMAL PSYCHIC WATER ICE	<b>PIKACHU ♂</b>  ABILITY: STATIC ITEM: — TACKLE AGILITY GROWL THUNDERSHOCK ELECTRIC NORMAL PSYCHIC NORMAL ELECTRIC	<b>SANDSHREW ♀</b>  ABILITY: SAND VEIL ITEM: — SCRATCH SAND TOMB RAPID SPIN FURY SWIPES GROUND NORMAL GROUND NORMAL NORMAL

## BATTLE 10: VANNOS AREA LEADER ♀







<b>BALTOY</b>  ABILITY: LEVITATE ITEM: — MUD-SLAP CONFUSION ROCK TOMB SANDSTORM GROUND-PSYCHIC GROUND PSYCHIC ROCK ROCK	<b>BELDUM</b>  ABILITY: CLEAR BODY ITEM: CHOICE BAND TAKE DOWN NORMAL STEEL-PSYCHIC NORMAL	<b>BAGON ♂</b>  ABILITY: ROCK HEAD ITEM: — RAGE BITE EMBER LEER DRAGON NORMAL DARK FIRE NORMAL
<b>REMORAID ♂</b>  ABILITY: HUSTLE ITEM: — LOCK-ON SUPERSONIC WATER GUN FOCUS ENERGY WATER NORMAL NORMAL WATER NORMAL	<b>SLAKING ♀</b>  ABILITY: TRUANT ITEM: — SOLARBEAM GRASS NORMAL GRASS	<b>LARVITAR ♂</b>  ABILITY: GUTS ITEM: — SANDSTORM PURSUIT BITE SCREECH ROCK-GROUND ROCK DARK DARK NORMAL









# AREA 2

## POKé COUPON: 100 points







### BATTLE 11: GIROD HUNTER ♂

<b>GULPIN ♂</b>  ABILITY: LIQUID OOEZE ITEM: — ACID ARMOR TOXIC AMNESIA POUND POISON POISON PSYCHIC NORMAL	<b>TORCHIC ♂</b>  ABILITY: BLAZE ITEM: — SAND-ATTACK EMBER QUICK ATTACK MIRROR MOVE FIRE GROUND FIRE NORMAL FLYING	<b>CARVANHA ♀</b>  ABILITY: ROUGH SKIN ITEM: — RAGE THIEF SCARY FACE SWAGGER WATER-DARK NORMAL DARK NORMAL NORMAL
<b>NUMEL ♀</b>  ABILITY: OBLIVIOUS ITEM: — EMBER AMNESIA TACKLE PROTECT FIRE-GROUND FIRE PSYCHIC NORMAL NORMAL	<b>TREECKO ♂</b>  ABILITY: OVERGROW ITEM: — QUICK ATTACK DETECT POUND ABSORB GRASS NORMAL FIGHTING NORMAL GRASS	<b>CORPHISH ♀</b>  ABILITY: HYPER CUTTER ITEM: — HARDEN TAUNT KNOCK OFF GUILLOTINE WATER NORMAL DARK DARK NORMAL







### BATTLE 12: DENC RICH BOY ♂

<b>CYNDQUIL ♂</b>  ABILITY: BLAZE ITEM: — SUNNY DAY EMBER TACKLE QUICK ATTACK FIRE FIRE NORMAL NORMAL	<b>ABRA ♂</b>  ABILITY: SYNCHRONIZE ITEM: — TORMENT KNOCK OFF TAUNT SHOCK WAVE PSYCHIC DARK DARK DARK ELECTRIC	<b>DODUO ♀</b>  ABILITY: EARLY BIRD ITEM: — QUICK ATTACK PECK FURY ATTACK GROWL NORMAL-FLYING NORMAL FLYING NORMAL NORMAL
<b>MACHOP ♂</b>  ABILITY: GUTS ITEM: — FOCUS ENERGY FORESIGHT KARATE CHOP ROCK SMASH FIGHTING NORMAL NORMAL FIGHTING FIGHTING	<b>TOTODILE ♂</b>  ABILITY: TORRENT ITEM: — SCARY FACE SCRATCH WATER GUN RAGE WATER NORMAL NORMAL WATER NORMAL	<b>SWABLU ♀</b>  ABILITY: NATURAL CURE ITEM: — ASTONISH MIST PECK MIRROR MOVE NORMAL-FLYING GHOST ICE FLYING FLYING







### BATTLE 13: MYOG FUN OLD LADY ♀

<b>MUDKIP ♂</b>  ABILITY: TORRENT ITEM: — TACKLE WATER GUN MUD-SLAP BIDE WATER NORMAL WATER GROUND NORMAL	<b>CHIKORITA ♂</b>  ABILITY: OVERGROW ITEM: — VINE WHIP LIGHT SCREEN REFLECT POISONPOWDER GRASS GRASS PSYCHIC PSYCHIC POISON	<b>GOLDEEN ♀</b>  ABILITY: WATER VEIL ITEM: — WATER SPORT HORN DRILL FURY ATTACK PECK WATER WATER NORMAL NORMAL FLYING
<b>ODDISH ♀</b>  ABILITY: CHLOROPHYLL ITEM: — SLEEP POWDER MOONLIGHT ACID ABSORB GRASS-POISON GRASS NORMAL POISON GRASS	<b>PSYDUCK ♀</b>  ABILITY: DAMP ITEM: — SCRATCH PSYCH UP SCREECH FURY SWIPES WATER NORMAL PSYCHIC NORMAL NORMAL	<b>NATU ♀</b>  ABILITY: SYNCHRONIZE ITEM: — PECK LEER WISH CONFUSE RAY PSYCHIC-FLYING FLYING NORMAL NORMAL GHOST

### BATTLE 14: ROGEN BODYBUILDER ♀

<b>MAGNEMITE</b>  ABILITY: MAGNET PULL ITEM: — SUPERSONIC LOCK-ON SONICBOOM THUNDERSHOCK ELECTRIC-STEEL NORMAL NORMAL NORMAL ELECTRIC	<b>VOLTORB</b>  ABILITY: STATIC ITEM: — TACKLE ROLLOUT SONICBOOM EXPLOSION ELECTRIC NORMAL ROCK NORMAL NORMAL	<b>CHINCHOU ♂</b>  ABILITY: VOLT ABSORB ITEM: — THUNDER WAVE WATER GUN SUPERSONIC ATTRACT WATER-ELECTRIC ELECTRIC WATER NORMAL NORMAL
<b>FLAUFFY ♀</b>  ABILITY: STATIC ITEM: — THUNDERSHOCK TACKLE COTTON SPORE RAIN DANCE ELECTRIC ELECTRIC NORMAL GRASS WATER	<b>PLUSLE ♀</b>  ABILITY: PLUS ITEM: — QUICK ATTACK HELPING HAND FAKE TEARS THUNDER WAVE ELECTRIC NORMAL NORMAL DARK ELECTRIC	<b>MINUN ♂</b>  ABILITY: MINUS ITEM: — HELPING HAND ENCORE CHARM QUICK ATTACK ELECTRIC NORMAL NORMAL NORMAL NORMAL

### BATTLE 15: ARDO GUY ♂

<b>SPOINK ♀</b>  ABILITY: OWN TEMPO ITEM: MACHO BRACE PSYWAVE MAGIC COAT CONFUSE RAY SUBSTITUTE PSYCHIC PSYCHIC PSYCHIC GHOST NORMAL	<b>GRIMER ♂</b>  ABILITY: STICKY HOLD ITEM: — DISABLE ACID ARMOR POUND POISON GAS POISON NORMAL POISON NORMAL POISON	<b>NINCADA ♂</b>  ABILITY: COMPOUNDEYES ITEM: — SCRATCH LEECH LIFE HARDEN MUD-SLAP BUG-GROUND NORMAL BUG NORMAL GROUND
<b>ARON ♀</b>  ABILITY: STURDY ITEM: — METAL CLAW METAL SOUND HARDEN TACKLE STEEL-ROCK STEEL STEEL NORMAL NORMAL	<b>LUVDISC ♀</b>  ABILITY: SWIFT SWIM ITEM: — AGILITY WATER GUN ATTRACT CHARM WATER PSYCHIC WATER NORMAL NORMAL	<b>HOUDOUR ♂</b>  ABILITY: FLASH FIRE ITEM: — ROAR FIRE SPIN LEER THIEF DARK-FIRE NORMAL FIRE NORMAL DARK



## BATTLE 16: FEREN TEACHER ♀

### TENTACOO ♀



ABILITY: LIQUID OOOZE  
ITEM: —

SUPERSONIC  
CONSTRUCT  
ACID  
POISON STING

WATER-POISON

NORMAL  
NORMAL  
POISON  
POISON

### LOMBRE ♂



ABILITY: SWIFT SWIM  
ITEM: —

WATER SPORT  
RAIN DANCE  
ABSORB  
FAKE OUT

WATER-GRASS

WATER  
WATER  
GRASS  
NORMAL

### STARYU



ABILITY: NATURAL CURE  
ITEM: —

RAPID SPIN  
WATER GUN  
MINIMIZE  
LIGHT SCREEN

WATER

NORMAL  
WATER  
NORMAL  
PSYCHIC

### CLAMPERL ♀



ABILITY: SHELL ARMOR  
ITEM: DEEPSEATOOTH

CLAMP  
IRON DEFENSE  
WHIRLPOOL  
WATER GUN

WATER

WATER  
STEEL  
WATER  
WATER

### CORSOLA ♀



ABILITY: HUSTLE  
ITEM: —

ROCK BLAST  
SPIKE CANNON  
MIRROR COAT  
ATTRACT

WATER-ROCK

ROCK  
NORMAL  
PSYCHIC  
NORMAL

### WAILMER ♂



ABILITY: OBLIVIOUS  
ITEM: —

ROLLOUT  
MIST  
WATER GUN  
REST

WATER

ROCK  
ICE  
WATER  
PSYCHIC

## BATTLE 17: MALOO RIDER ♀

### CACNEA ♀



ABILITY: SAND VEIL  
ITEM: —

SAND-ATTACK  
SPIKES  
INGRAIN  
ACID

GRASS

GROUND  
GROUND  
GRASS  
POISON

### NUZLEAF ♂



ABILITY: CHLOROPHYLL  
ITEM: —

HARDEN  
TORMENT  
POUND  
FAKE OUT

GRASS-DARK

NORMAL  
DARK  
NORMAL  
NORMAL

### SKIPLOOM ♀



ABILITY: CHLOROPHYLL  
ITEM: —

TAIL WHIP  
COTTON SPORE  
STUN SPORE  
LEECH SEED

GRASS-FLYING

NORMAL  
GRASS  
GRASS  
GRASS

### LILEEP ♂



ABILITY: SUCTION CUPS  
ITEM: —

AMNESIA  
INGRAIN  
ACID  
ASTONISH

ROCK-GRASS

PSYCHIC  
GRASS  
POISON  
GHOST

### GLOOM ♀



ABILITY: CHLOROPHYLL  
ITEM: —

ABSORB  
MOONLIGHT  
SWEET SCENT  
ACID

GRASS-POISON

GRASS  
NORMAL  
NORMAL  
POISON

### GROVYLE ♂



ABILITY: OVERGROW  
ITEM: —

LEER  
AGILITY  
PURSUIT  
FALSE SWIPE

GRASS

NORMAL  
PSYCHIC  
DARK  
NORMAL

## BATTLE 18: DOIMO RESEARCHER ♂

### PHANPY ♂



ABILITY: PICKUP  
ITEM: —

DEFENSE CURL  
ROLLOUT  
TACKLE  
ENDURE

GROUND

NORMAL  
ROCK  
NORMAL  
NORMAL

### DELIBIRD ♀



ABILITY: HUSTLE  
ITEM: —

PRESENT  
PROTECT  
RAPID SPIN  
HAIL

ICE-FLYING

NORMAL  
NORMAL  
NORMAL  
ICE

### KOFFING ♂



ABILITY: LEVITATE  
ITEM: —

SMOG  
HAZE  
TACKLE  
DESTINY BOND

POISON

POISON  
ICE  
NORMAL  
GHOST

### VIBRAVA ♀



ABILITY: LEVITATE  
ITEM: —

SAND TOMB  
SCREECH  
DRAGONBREATH  
SANDSTORM

GROUND-DRAGON

GROUND  
NORMAL  
DRAGON  
ROCK

### TEDDIURSA ♂



ABILITY: PICKUP  
ITEM: —

FAKE TEARS  
SNORE  
REST  
SCRATCH

NORMAL

DARK  
NORMAL  
PSYCHIC  
NORMAL

### RHYHORN ♀



ABILITY: ROCK HEAD  
ITEM: —

SCARY FACE  
ROCK BLAST  
HORN DRILL  
ROCK SMASH

GROUND-ROCK

NORMAL  
ROCK  
NORMAL  
FIGHTING

## BATTLE 19: HEBEL COOLTRAINER ♂

### ANORITH ♂



ABILITY: BATTLE ARMOR  
ITEM: —

SWORDS DANCE  
PROTECT  
FURY CUTTER  
SCRATCH

ROCK-BUG

NORMAL  
NORMAL  
BUG  
NORMAL

### BEAUTIFLY ♀



ABILITY: SWARM  
ITEM: —

GUST  
ATTRACT  
MORNING SUN  
MEGA DRAIN

BUG-FLYING

FLYING  
NORMAL  
NORMAL  
GRASS

### DUSTOX ♂



ABILITY: SHIELD DUST  
ITEM: —

MOONLIGHT  
WHIRLWIND  
CONFUSION  
GUST

BUG-POISON

NORMAL  
NORMAL  
PSYCHIC  
FLYING

### LEDIAN ♀



ABILITY: SWARM  
ITEM: —

SUPERSONIC  
SWIFT  
AGILITY  
FRUSTRATION

BUG-FLYING

NORMAL  
NORMAL  
PSYCHIC  
NORMAL

### ARIADOS ♀



ABILITY: INSOMNIA  
ITEM: —

CONSTRUCT  
NIGHT SHADE  
SCARY FACE  
FLASH

BUG-POISON

NORMAL  
GHOST  
NORMAL  
NORMAL

### YANMA ♂



ABILITY: SPEED BOOST  
ITEM: —

DOUBLE TEAM  
QUICK ATTACK  
SONICBOOM  
TACKLE

BUG-FLYING

NORMAL  
NORMAL  
NORMAL  
NORMAL

## BATTLE 20: ERBEN AREA LEADER ♂

### GRAVELER ♂



ABILITY: ROCK HEAD  
ITEM: —

ROCK THROW  
GROUND  
ROLLOUT  
MUD SPORT

ROCK-GROUND

ROCK  
GROUND  
ROCK  
GROUND

### ROSELIA ♂



ABILITY: POISON POINT  
ITEM: —

SWEET SCENT  
GRASSWHISTLE  
MEGA DRAIN  
TOXIC

GRASS-POISON

NORMAL  
GRASS  
GRASS  
POISON

### LOUDRED ♀



ABILITY: SOUNDPROOF  
ITEM: —

POUND  
UPROAR  
REST  
HOWL

NORMAL

NORMAL  
NORMAL  
PSYCHIC  
NORMAL

### WOBBUFFET ♀



ABILITY: SHADOW TAG  
ITEM: —

COUNTER  
SAFEGUARD  
MIRROR COAT  
DESTINY BOND

PSYCHIC

FIGHTING  
NORMAL  
PSYCHIC  
GHOST

### DELICATTY ♀



ABILITY: CUTE CHARM  
ITEM: —

ATTRACT  
COVET  
CALM MIND  
DIG

NORMAL

NORMAL  
NORMAL  
PSYCHIC  
GROUND

### MACHOKE ♂



ABILITY: GUTS  
ITEM: —

LOW KICK  
KARATE CHOP  
SEISMIC TOSS  
FORESIGHT






FIGHTING

FIGHTING  
FIGHTING  
FIGHTING  
NORMAL



# AREA 3 POKé COUPON: 200 points







## BATTLE 21: SIDO ST. PERFORMER ♀

<b>NOSEPASS ♀</b>  ABILITY: MAGNET PULL ITEM: —	<b>TACKLE</b> <b>ROLLOUT</b> <b>HARDEN</b> <b>LOCK-ON</b>	<b>ROCK</b> <b>NORMAL</b> <b>ROCK</b> <b>NORMAL</b> <b>NORMAL</b>
<b>SPINDA ♀</b>  ABILITY: OWN TEMPO ITEM: —	<b>HYPNOSIS</b> <b>TACKLE</b> <b>UPROAR</b> <b>TEETER DANCE</b>	<b>NORMAL</b> <b>PSYCHIC</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b>
<b>AIPOM ♂</b>  ABILITY: PICKUP ITEM: —	<b>TICKLE</b> <b>SCREECH</b> <b>SWIFT</b> <b>SCRATCH</b>	<b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b>
<b>MAWILE ♀</b>  ABILITY: INTIMIDATE ITEM: —	<b>VICEGRIP</b> <b>SWALLOW</b> <b>STOCKPILE</b> <b>ASTONISH</b>	<b>STEEL</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b> <b>GHOST</b>
<b>SABLEYE ♂</b>  ABILITY: KEEN EYE ITEM: —	<b>SCRATCH</b> <b>FAKE OUT</b> <b>LEER</b> <b>MEAN LOOK</b>	<b>DARK-GHOST</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b>
<b>COMBUSKEN ♂</b>  ABILITY: BLAZE ITEM: —	<b>ROCK SMASH</b> <b>PECK</b> <b>DOUBLE KICK</b> <b>BULK UP</b>	<b>FIRE-FIGHTING</b> <b>FIGHTING</b> <b>FLYING</b> <b>FIGHTING</b> <b>FIGHTING</b>







## BATTLE 22: KIMBER ATHLETE ♀

<b>VOLBEAT ♂</b>  ABILITY: SWARM ITEM: —	<b>CONFUSE RAY</b> <b>QUICK ATTACK</b> <b>TAIL GLOW</b> <b>PROTECT</b>	<b>BUG</b> <b>GHOST</b> <b>NORMAL</b> <b>BUG</b> <b>NORMAL</b>
<b>JIGGLYPUFF ♀</b>  ABILITY: CUTE CHARM ITEM: —	<b>DEFENSE CURL</b> <b>ROLLOUT</b> <b>SING</b> <b>POUND</b>	<b>NORMAL</b> <b>NORMAL</b> <b>ROCK</b> <b>NORMAL</b> <b>NORMAL</b>
<b>MARSHTOMP ♂</b>  ABILITY: TORRENT ITEM: —	<b>BIDE</b> <b>MUD SPORT</b> <b>TACKLE</b> <b>WATER GUN</b>	<b>WATER-GROUND</b> <b>NORMAL</b> <b>GROUND</b> <b>NORMAL</b> <b>WATER</b>
<b>KADABRA ♂</b>  ABILITY: INNER FOCUS ITEM: —	<b>KINESIS</b> <b>CONFUSION</b> <b>RECOVER</b> <b>TRICK</b>	<b>PSYCHIC</b> <b>PSYCHIC</b> <b>PSYCHIC</b> <b>NORMAL</b> <b>PSYCHIC</b>
<b>SPHEAL ♀</b>  ABILITY: THICK FAT ITEM: —	<b>POWDER SNOW</b> <b>HAIL</b> <b>SNORE</b> <b>REST</b>	<b>ICE-WATER</b> <b>ICE</b> <b>ICE</b> <b>NORMAL</b> <b>PSYCHIC</b>







## BATTLE 23: RENFAR CHASER ♂

<b>WOOPER ♀</b>  ABILITY: DAMP ITEM: —	<b>MUD SHOT</b> <b>YAWN</b> <b>TAIL WHIP</b> <b>MIST</b>	<b>WATER-GROUND</b> <b>GROUND</b> <b>NORMAL</b> <b>NORMAL</b> <b>ICE</b>
<b>MAKUHITA ♂</b>  ABILITY: THICK FAT ITEM: —	<b>FAKE OUT</b> <b>ROCK SMASH</b> <b>WHIRLWIND</b> <b>ENDURE</b>	<b>FIGHTING</b> <b>NORMAL</b> <b>FIGHTING</b> <b>NORMAL</b> <b>NORMAL</b>
<b>SHROOMISH ♀</b>  ABILITY: EFFECT SPORE ITEM: —	<b>TACKLE</b> <b>GIGA DRAIN</b> <b>POISONPOWDER</b> <b>LEECH SEED</b>	<b>GRASS</b> <b>NORMAL</b> <b>GRASS</b> <b>POISON</b> <b>GRASS</b>
<b>LOTAD ♂</b>  ABILITY: SWIFT SWIM ITEM: —	<b>GROWL</b> <b>RAZOR LEAF</b> <b>RAIN DANCE</b> <b>ABSORB</b>	<b>WATER-GRASS</b> <b>NORMAL</b> <b>GRASS</b> <b>WATER</b> <b>GRASS</b>
<b>MARILL ♂</b>  ABILITY: THICK FAT ITEM: —	<b>TAIL WHIP</b> <b>SUPERSONIC</b> <b>BUBBLEBEAM</b> <b>ROLLOUT</b>	<b>WATER</b> <b>NORMAL</b> <b>NORMAL</b> <b>WATER</b> <b>ROCK</b>
<b>WHISMUR ♂</b>  ABILITY: SOUNDPROOF ITEM: —	<b>ASTONISH</b> <b>UPROAR</b> <b>HOWL</b> <b>SCREECH</b>	<b>NORMAL</b> <b>GHOST</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b>







## BATTLE 24: RATEIS COOLTRAINER ♀

<b>NINCADA ♂</b>  ABILITY: COMPOUNDEYES ITEM: —	<b>GIGA DRAIN</b> <b>MUD-SLAP</b> <b>FALSE SWIPE</b> <b>METAL CLAW</b>	<b>BUG-GROUND</b> <b>GRASS</b> <b>GROUND</b> <b>NORMAL</b> <b>STEEL</b>
<b>SENTRET ♀</b>  ABILITY: KEEN EYE ITEM: —	<b>HELPING HAND</b> <b>QUICK ATTACK</b> <b>REST</b> <b>CUT</b>	<b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b> <b>PSYCHIC</b> <b>NORMAL</b>
<b>ZUBAT ♀</b>  ABILITY: INNER FOCUS ITEM: —	<b>AIR CUTTER</b> <b>MEAN LOOK</b> <b>POISON FANG</b> <b>HAZE</b>	<b>POISON-FLYING</b> <b>FLYING</b> <b>NORMAL</b> <b>POISON</b> <b>ICE</b>
<b>PINECO ♀</b>  ABILITY: STURDY ITEM: —	<b>PROTECT</b> <b>BIDE</b> <b>RAPID SPIN</b> <b>EXPLOSION</b>	<b>BUG</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b>
<b>SWINUB ♂</b>  ABILITY: OBLIVIOUS ITEM: —	<b>POWDER SNOW</b> <b>BITE</b> <b>TACKLE</b> <b>ENDURE</b>	<b>ICE-GROUND</b> <b>ICE</b> <b>DARK</b> <b>NORMAL</b> <b>NORMAL</b>
<b>TAILLOW ♀</b>  ABILITY: GUTS ITEM: —	<b>GROWL</b> <b>QUICK ATTACK</b> <b>ENDEAVOR</b> <b>AGILITY</b>	<b>NORMAL-FLYING</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b> <b>PSYCHIC</b>






## BATTLE 25: HOGLO FUN OLD MAN ♂

<b>SLUGMA ♂</b>  ABILITY: FLAME BODY ITEM: —	<b>SMOG</b> <b>ROCK THROW</b> <b>AMNESIA</b> <b>ACID ARMOR</b>	<b>FIRE</b> <b>POISON</b> <b>ROCK</b> <b>PSYCHIC</b> <b>POISON</b>
<b>QUILAVA ♂</b>  ABILITY: BLAZE ITEM: —	<b>SMOKESCREEN</b> <b>CUT</b> <b>EMBER</b> <b>FACADE</b>	<b>FIRE</b> <b>NORMAL</b> <b>NORMAL</b> <b>FIRE</b> <b>NORMAL</b>
<b>VULPIX ♀</b>  ABILITY: FLASH FIRE ITEM: —	<b>CONFUSE RAY</b> <b>GRUDGE</b> <b>FAINT ATTACK</b> <b>FIRE SPIN</b>	<b>FIRE</b> <b>GHOST</b> <b>GHOST</b> <b>DARK</b> <b>FIRE</b>
<b>TORCHIC ♂</b>  ABILITY: BLAZE ITEM: —	<b>ROCK SLIDE</b> <b>SCRATCH</b> <b>PROTECT</b> <b>FOCUS ENERGY</b>	<b>FIRE</b> <b>ROCK</b> <b>NORMAL</b> <b>NORMAL</b> <b>NORMAL</b>
<b>NUMEL ♂</b>  ABILITY: OBLIVIOUS ITEM: —	<b>GROWL</b> <b>ROCK TOMB</b> <b>EMBER</b> <b>ROCK SMASH</b>	<b>FIRE-GROUND</b> <b>NORMAL</b> <b>ROCK</b> <b>FIRE</b> <b>FIGHTING</b>
<b>COMBUSKEN ♂</b>  ABILITY: BLAZE ITEM: —	<b>CUT</b> <b>QUICK ATTACK</b> <b>BULK UP</b> <b>MIRROR MOVE</b>	<b>FIRE-FIGHTING</b> <b>NORMAL</b> <b>NORMAL</b> <b>FIGHTING</b> <b>FLYING</b>







## BATTLE 26: ISETTE LADY IN SUIT ♀

<b>SHEDINJA</b>  ABILITY: WONDER GUARD ITEM: —	BUG-GHOST GRUDGE SWORDS DANCE SAND-ATTACK FALSE SWIPE	GHOST NORMAL GROUND NORMAL
<b>PIKACHU ♀</b>  ABILITY: STATIC ITEM: —	ELECTRIC FACADE TAIL WHIP QUICK ATTACK THUNDER WAVE	NORMAL NORMAL NORMAL ELECTRIC
<b>SEEDOT ♂</b>  ABILITY: CHLOROPHYLL ITEM: —	GRASS GIGA DRAIN SYNTHESIS HARDEN SUNNY DAY	GRASS GRASS NORMAL FIRE
<b>GULPIN ♀</b>  ABILITY: STICKY HOLD ITEM: —	POISON YAWN STOCKPILE SLUDGE SWALLOW	NORMAL NORMAL POISON NORMAL
<b>POOCHYENA ♀</b>  ABILITY: RUN AWAY ITEM: —	DARK HOWL ODOR SLEUTH BITE POISON FANG	NORMAL NORMAL DARK POISON
<b>SNUBBULL ♀</b>  ABILITY: INTIMIDATE ITEM: —	NORMAL CHARM RAGE BITE FAINT ATTACK	NORMAL NORMAL DARK DARK







## BATTLE 27: NOREL BANDANA GUY ♂

<b>ZIGZAGOON ♂</b>  ABILITY: PICKUP ITEM: —	NORMAL GROWL COVET DIG BELLY DRUM	NORMAL NORMAL GROUND NORMAL
<b>TOGEPI ♂</b>  ABILITY: SERENE GRACE ITEM: —	NORMAL CHARM DOUBLE-EDGE METRONOME SWEET KISS	NORMAL NORMAL NORMAL NORMAL
<b>DODUO ♂</b>  ABILITY: EARLY BIRD ITEM: —	NORMAL-FLYING PURSUIT AGILITY PECK UPROAR	DARK PSYCHIC FLYING NORMAL
<b>TEDDIURSA ♀</b>  ABILITY: PICKUP ITEM: —	NORMAL LEER CUT FAINT ATTACK COUNTER	NORMAL NORMAL DARK FIGHTING
<b>LOUDRED ♂</b>  ABILITY: SOUNDPROOF ITEM: —	NORMAL UPROAR REST STOMP SLEEP TALK	NORMAL PSYCHIC NORMAL NORMAL



## BATTLE 28: BRENA LADY ♀

<b>HOOTHOOT ♂</b>  ABILITY: INSOMNIA ITEM: —	NORMAL-FLYING REFLECT AERIAL ACE CONFUSION FLASH	PSYCHIC FLYING PSYCHIC NORMAL
<b>SWABLU ♂</b>  ABILITY: NATURAL CURE ITEM: —	NORMAL-FLYING AGILITY TAKE DOWN PURSUIT SING	PSYCHIC NORMAL DARK NORMAL
<b>LEDYBA ♀</b>  ABILITY: EARLY BIRD ITEM: —	BUG-FLYING SUPERSONIC SWIFT BATON PASS AERIAL ACE	NORMAL NORMAL NORMAL FLYING
<b>NATU ♂</b>  ABILITY: SYNCHRONIZE ITEM: —	PSYCHIC-FLYING QUICK ATTACK WISH NIGHT SHADE LEER	NORMAL NORMAL GHOST NORMAL
<b>WINGULL ♂</b>  ABILITY: KEEN EYE ITEM: —	WATER-FLYING GROWL PURSUIT WING ATTACK TWISTER	NORMAL DARK FLYING DRAGON
<b>DELIBIRD ♂</b>  ABILITY: VITAL SPIRIT ITEM: —	ICE-FLYING PRESENT FLY ICE BALL HAIL	NORMAL FLYING ICE ICE

## BATTLE 29: WAGEL WORKER ♂

<b>SPINARAK ♀</b>  ABILITY: SWARM ITEM: —	BUG-POISON AGILITY NIGHT SHADE CONSTRICT LEECH LIFE	PSYCHIC GHOST NORMAL BUG
<b>TENTACOO ♂</b>  ABILITY: LIQUID Ooze ITEM: —	WATER-POISON SUPERSONIC SCREECH TOXIC ACID	NORMAL NORMAL POISON POISON
<b>ODDISH ♂</b>  ABILITY: CHLOROPHYLL ITEM: —	GRASS-POISON ABSORB MOONLIGHT ACID RAZOR LEAF	GRASS NORMAL POISON GRASS
<b>KOFFING ♀</b>  ABILITY: LEVITATE ITEM: —	POISON SMOKE SCREEN SCREECH MEMENTO WILL-O-WISP	NORMAL NORMAL DARK FIRE
<b>GRIMER ♀</b>  ABILITY: STICKY HOLD ITEM: —	POISON SHADOW PUNCH SCREECH MEAN LOOK SLUDGE	GHOST NORMAL NORMAL POISON
<b>ROSELIA ♀</b>  ABILITY: POISON POINT ITEM: —	GRASS-POISON GROWTH GIGA DRAIN MAGICAL LEAF AROMATHERAPY	NORMAL GRASS GRASS GRASS

## BATTLE 30: LEVEN AREA LEADER ♀

<b>GEODUDE ♀</b>  ABILITY: ROCK HEAD ITEM: —	ROCK-GROUND ROCK THROW MAGNITUDE MUD SPORT ROLLOUT	ROCK GROUND GROUND ROCK
<b>SANDSHREW ♂</b>  ABILITY: SAND VEIL ITEM: —	GROUND SWORDS DANCE SLASH SAND-ATTACK SWIFT	NORMAL NORMAL GROUND NORMAL
<b>LARVITAR ♀</b>  ABILITY: GUTS ITEM: —	ROCK-GROUND ROCK SLIDE SCARY FACE THRASH BITE	ROCK NORMAL NORMAL DARK
<b>TRAPINCH ♂</b>  ABILITY: HYPER CUTTER ITEM: —	GROUND BITE SAND TOMB SAND-ATTACK DIG	DARK GROUND GROUND GROUND
<b>BALTOY</b>  ABILITY: LEVITATE ITEM: —	GROUND-PSYCHIC PSYBEAM SANDSTORM ANCIENTPOWER COSMIC POWER	PSYCHIC ROCK ROCK PSYCHIC
<b>RHYHORN ♂</b>  ABILITY: ROCK HEAD ITEM: —	GROUND-ROCK HORN ATTACK SCARY FACE STOMP ROCK SMASH	NORMAL NORMAL NORMAL FIGHTING

# AREA 4

## POKé COUPON: 400 points







### BATTLE 31: HILDON RESEARCHER ♂

<b>HOPPIP ♀</b>  ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED ENCORE SLEEP POWDER GIGA DRAIN TACKLE GRASS-FLYING NORMAL GRASS GRASS NORMAL	<b>SMEARGLE ♂</b>  ABILITY: OWN TEMPO ITEM: CITRUS BERRY DETECT METAL CLAW TAUNT METAL SOUND NORMAL NORMAL STEEL DARK STEEL	<b>WYNAUT ♀</b>  ABILITY: SHADOW TAG ITEM: SHELL BELL CHARM MIRROR COAT COUNTER DESTINY BOND PSYCHIC NORMAL PSYCHIC FIGHTING GHOST
<b>SURSKIT ♂</b>  ABILITY: SWIFT SWIM ITEM: ORAN BERRY BUBBLEBEAM MUD SHOT HAZE WATER SPORT BUG-WATER WATER GROUND ICE WATER	<b>KIRLIA ♂</b>  ABILITY: TRACE ITEM: CHESTO BERRY CONFUSION CALM MIND DOUBLE TEAM FUTURE SIGHT PSYCHIC PSYCHIC PSYCHIC NORMAL PSYCHIC	<b>SLAKOTH ♀</b>  ABILITY: TRUANT ITEM: BRIGHT POWDER YAWN AMNESIA FAINT ATTACK SLASH NORMAL NORMAL PSYCHIC DARK NORMAL

### BATTLE 32: TARY ROLLER BOY ♂

<b>MEDITITE ♀</b>  ABILITY: PURE POWER ITEM: WIKI BERRY BIDE MIND READER MEDITATE HI JUMP KICK FIGHTING-PSYCHIC NORMAL NORMAL PSYCHIC FIGHTING	<b>MAGNEMITE</b>  ABILITY: STURDY ITEM: AGUAV BERRY METAL SOUND THUNDERSHOCK SUPERSONIC SWIFT ELECTRIC-STEEL STEEL ELECTRIC NORMAL NORMAL	<b>SHUPPET ♂</b>  ABILITY: INSOMNIA ITEM: SPELL TAG NIGHT SHADE SHADOW BALL CURSE DISABLE GHOST GHOST ? NORMAL
<b>ARON ♂</b>  ABILITY: ROCK HEAD ITEM: LIECHI BERRY DIG METAL CLAW IRON DEFENSE MUD-SLAP STEEL-ROCK GROUND STEEL STEEL GROUND	<b>BARBOACH ♀</b>  ABILITY: OBLIVIOUS ITEM: FIGY BERRY SPARK MAGNITUDE MUD SPORT WATER GUN WATER-GROUND ELECTRIC GROUND GROUND WATER	<b>MAREEP ♂</b>  ABILITY: STATIC ITEM: LUM BERRY TAKE DOWN COTTON SPORE THUNDER WAVE LIGHT SCREEN ELECTRIC NORMAL GRASS ELECTRIC PSYCHIC







### BATTLE 33: SASON HUNTER ♀

<b>DUSKULL ♂</b>  ABILITY: LEVITATE ITEM: QUICK CLAW NIGHT SHADE MEAN LOOK FORESIGHT FUTURE SIGHT GHOST GHOST NORMAL NORMAL PSYCHIC	<b>TREECKO ♂</b>  ABILITY: OVERGROW ITEM: LUM BERRY DRAGONBREATH CUT AGILITY GIGA DRAIN GRASS DRAGON NORMAL PSYCHIC GRASS	<b>HORSEA ♀</b>  ABILITY: SWIFT SWIM ITEM: MAGO BERRY SMOKE SCREEN AGILITY AURORA BEAM WATER GUN WATER NORMAL PSYCHIC ICE WATER
<b>SNORUNT ♂</b>  ABILITY: INNER FOCUS ITEM: WIKI BERRY PROTECT ICY WIND BITE HAIL ICE NORMAL ICE DARK ICE	<b>ABRA ♂</b>  ABILITY: INNER FOCUS ITEM: IAPAPA BERRY REFLECT FIRE PUNCH FLASH THUNDERPUNCH PSYCHIC PSYCHIC FIRE NORMAL ELECTRIC	<b>REMORAID ♀</b>  ABILITY: HUSTLE ITEM: FIGY BERRY LOCK-ON BUBBLEBEAM PSYBEAM FOCUS ENERGY WATER NORMAL WATER PSYCHIC NORMAL

### BATTLE 34: ROEX RICH BOY ♂

<b>BAGON ♀</b>  ABILITY: ROCK HEAD ITEM: SCOPE LENS HEADBUTT SCARY FACE DRAGON RAGE DRAGON DANCE DRAGON NORMAL NORMAL DRAGON DRAGON	<b>GOLDEEN ♂</b>  ABILITY: WATER VEIL ITEM: ORAN BERRY MUD SPORT HORN ATTACK SUPERSONIC TAIL WHIP WATER GROUND NORMAL NORMAL NORMAL	<b>BAYLEEF ♂</b>  ABILITY: OVERGROW ITEM: CITRUS BERRY POISONPOWDER LEECH SEED BODY SLAM LIGHT SCREEN GRASS POISON GRASS NORMAL PSYCHIC
<b>MURKROW ♀</b>  ABILITY: INSOMNIA ITEM: BLACKGLASSES PURSUIT FAINT ATTACK HAZE TAUNT DARK-FLYING DARK DARK ICE DARK	<b>SPOINK ♂</b>  ABILITY: THICK FAT ITEM: MACHO BRACE PSYWAVE REST PSYCH UP SNORE PSYCHIC PSYCHIC PSYCHIC NORMAL NORMAL	<b>MACHOP ♂</b>  ABILITY: GUTS ITEM: WHITE HERB LOW KICK SCARY FACE SEISMIC TOSS MEDITATE FIGHTING FIGHTING NORMAL FIGHTING PSYCHIC

### BATTLE 35: DERON ATHLETE ♂

<b>CORPHISH ♂</b>  ABILITY: SHELL ARMOR ITEM: WIKI BERRY PROTECT BUBBLEBEAM VICEGRIP SWORDS DANCE WATER NORMAL WATER NORMAL NORMAL	<b>CACNEA ♂</b>  ABILITY: SAND VEIL ITEM: CITRUS BERRY FAINT ATTACK COTTON SPORE NEEDLE ARM SANDSTORM GRASS DARK GRASS GRASS ROCK	<b>CARVANHA ♂</b>  ABILITY: ROUGH SKIN ITEM: AGUAV BERRY LEER SCREECH CRUNCH AGILITY WATER-DARK NORMAL NORMAL DARK PSYCHIC
<b>PHANPY ♀</b>  ABILITY: PICKUP ITEM: BRIGHT POWDER DEFENSE CURL BODY SLAM TAKE DOWN FLAIL GROUND NORMAL NORMAL NORMAL NORMAL	<b>ELECTRIKE ♀</b>  ABILITY: STATIC ITEM: LEFTOVERS QUICK ATTACK BITE SPARK CHARGE ELECTRIC NORMAL DARK ELECTRIC ELECTRIC	<b>BELDUM</b>  ABILITY: CLEAR BODY ITEM: CHOICE BAND TAKE DOWN STEEL-PSYCHIC NORMAL



### BATTLE 36: TIANA BODYBUILDER ♀

#### MUDKIP ♂



ABILITY: TORRENT  
ITEM: SITRUS BERRY

WHIRLPOOL  
TAKE DOWN  
MUD SPORT  
PROTECT

WATER

WATER  
NORMAL  
GROUND  
NORMAL

#### TOTODILE ♂



ABILITY: TORRENT  
ITEM: LAX INCENSE

LEER  
SLASH  
WATER GUN  
ROCK SLIDE

WATER

NORMAL  
NORMAL  
WATER  
ROCK

#### PSYDUCK ♂



ABILITY: CLOUD NINE  
ITEM: IAPAPA BERRY

SCRATCH  
DISABLE  
PSYBEAM  
PSYCH UP

WATER

NORMAL  
NORMAL  
PSYCHIC  
NORMAL

#### CHINCHOU ♀



ABILITY: VOLT ABSORB  
ITEM: FIGY BERRY

FLAIL  
SUPERSONIC  
SPARK  
THUNDER WAVE

WATER-ELECTRIC

NORMAL  
NORMAL  
ELECTRIC  
ELECTRIC

#### LUVDISC ♀



ABILITY: SWIFT SWIM  
ITEM: LUM BERRY

TACKLE  
ATTRACT  
TAKE DOWN  
MUD SPORT

WATER

NORMAL  
NORMAL  
NORMAL  
GROUND

#### STARYU



ABILITY: NATURAL CURE  
ITEM: LIECHI BERRY

RECOVER  
WATER PULSE  
SWIFT  
MINIMIZE

WATER

NORMAL  
WATER  
NORMAL  
NORMAL

### BATTLE 37: MORIL COOLTRAINER ♂

#### VOLTORB



ABILITY: SOUNDPROOF  
ITEM: SCOPE LENS

CHARGE  
SONICBOOM  
SPARK  
MIRROR COAT

ELECTRIC

ELECTRIC  
NORMAL  
ELECTRIC  
PSYCHIC

#### LOMBRE ♀



ABILITY: RAIN DISH  
ITEM: MAGO BERRY

NATURE POWER  
THIEF  
FAKE OUT  
GROWL

WATER-GRASS

NORMAL  
DARK  
NORMAL  
NORMAL

#### CLAMPERL ♂



ABILITY: SHELL ARMOR  
ITEM: DEEPSEASCALE

WATER PULSE  
CLAMP  
BODY SLAM  
IRON DEFENSE

WATER

WATER  
WATER  
NORMAL  
STEEL

#### NUZLEAF ♀



ABILITY: EARLY BIRD  
ITEM: IAPAPA BERRY

HARDEN  
TORMENT  
FAINT ATTACK  
RAZOR WIND

GRASS-DARK

NORMAL  
DARK  
DARK  
NORMAL

#### VIBRAVA ♂



ABILITY: LEVITATE  
ITEM: AGUAV BERRY

BITE  
FAINT ATTACK  
SAND-ATTACK  
SCREECH

GROUND-DRAGON

DARK  
DARK  
GROUND  
NORMAL

#### TEDDIURSA ♀



ABILITY: PICKUP  
ITEM: WHITE HERB

LEER  
FURY SWIPES  
LICK  
FAINT ATTACK

NORMAL

NORMAL  
NORMAL  
GHOST  
DARK

### BATTLE 38: GRENAY FUN OLD LADY ♀

#### GRAVELER ♀



ABILITY: ROCK HEAD  
ITEM: LUM BERRY

TACKLE  
ROCK SLIDE  
DEFENSE CURL  
MAGNITUDE

ROCK-GROUND

NORMAL  
ROCK  
NORMAL  
GROUND

#### AIPOM ♀



ABILITY: PICKUP  
ITEM: FIGY BERRY

PURSUIT  
TICKLE  
TAIL WHIP  
SWIFT

NORMAL

DARK  
NORMAL  
NORMAL  
NORMAL

#### NOSEPASS ♂



ABILITY: MAGNET PULL  
ITEM: ORAN BERRY

ROCK THROW  
ROCK SLIDE  
THUNDER WAVE  
LOCK-ON

ROCK

ROCK  
ROCK  
ELECTRIC  
NORMAL

#### ANORITH ♂



ABILITY: BATTLE ARMOR  
ITEM: LEPPA BERRY

HARDEN  
ANCIENTPOWER  
PROTECT  
SLASH

ROCK-BUG

NORMAL  
ROCK  
NORMAL  
NORMAL

#### LILEEP ♂



ABILITY: SUCTION CUPS  
ITEM: PERSIM BERRY

AMNESIA  
CONFUSE RAY  
ACID  
ANCIENTPOWER

ROCK-GRASS

PSYCHIC  
GHOST  
POISON  
ROCK

#### SPINDA ♂



ABILITY: OWN TEMPO  
ITEM: SITRUS BERRY

FAINT ATTACK  
HYPNOSIS  
DIZZY PUNCH  
PSYCH UP

NORMAL

DARK  
PSYCHIC  
NORMAL  
NORMAL

### BATTLE 39: LOHON RIDER ♂

#### CORSOLA ♀



ABILITY: HUSTLE  
ITEM: MAGO BERRY

REFRESH  
MIRROR COAT  
BUBBLEBEAM  
ANCIENTPOWER

WATER-ROCK

NORMAL  
PSYCHIC  
WATER  
ROCK

#### SKIPLOOM ♂



ABILITY: CHLOROPHYLL  
ITEM: IAPAPA BERRY

TACKLE  
COTTON SPORE  
SLEEP POWDER  
MEGA DRAIN

GRASS-FLYING

NORMAL  
GRASS  
GRASS  
GRASS

#### MACHOKE ♂



ABILITY: GUTS  
ITEM: SHELL BELL

ROCK TOMB  
KARATE CHOP  
FOCUS ENERGY  
FORESIGHT

FIGHTING

ROCK  
FIGHTING  
NORMAL  
NORMAL

#### PLUSLE ♂



ABILITY: PLUS  
ITEM: LUM BERRY

SPARK  
QUICK ATTACK  
FAKE TEARS  
AGILITY

ELECTRIC

ELECTRIC  
NORMAL  
DARK  
PSYCHIC

#### BEAUTIFLY ♂



ABILITY: SWARM  
ITEM: AGUAV BERRY

STUN SPORE  
SILVER WIND  
MORNING SUN  
GIGA DRAIN

BUG-FLYING

GRASS  
BUG  
NORMAL  
GRASS

#### LINOONE ♀



ABILITY: PICKUP  
ITEM: CHESTO BERRY

HEADBUTT  
SHOCK WAVE  
ODOR SLEUTH  
REST

NORMAL

NORMAL  
ELECTRIC  
NORMAL  
PSYCHIC

### BATTLE 40: SLEWIS AREA LEADER ♂

#### KADABRA ♂



ABILITY: SYNCHRONIZE  
ITEM: BRIGHT POWDER

CONFUSION  
THIEF  
REFLECT  
ROLE PLAY

PSYCHIC

PSYCHIC  
DARK  
PSYCHIC  
PSYCHIC

#### MAWILE ♂



ABILITY: INTIMIDATE  
ITEM: AGUAV BERRY

FAKE TEARS  
VICEGRIP  
BITE  
IRON DEFENSE

STEEL

DARK  
NORMAL  
DARK  
STEEL

#### DUSTOX ♀



ABILITY: SHIELD DUST  
ITEM: LEFTOVERS

MOONLIGHT  
SILVER WIND  
PSYBEAM  
TOXIC

BUG-POISON

NORMAL  
BUG  
PSYCHIC  
POISON

#### SWELLOW ♀



ABILITY: GUTS  
ITEM: SCOPE LENS

GROWL  
WING ATTACK  
QUICK ATTACK  
DOUBLE TEAM

NORMAL-FLYING

NORMAL  
FLYING  
NORMAL  
NORMAL

#### GROVYLE ♂



ABILITY: OVERGROW  
ITEM: SITRUS BERRY

SCREECH  
PURSUIT  
LEAF BLADE  
FALSE SWIPE

GRASS

NORMAL  
DARK  
GRASS  
NORMAL

#### MARSHTOMP ♂



ABILITY: TORRENT  
ITEM: MYSTIC WATER

TACKLE  
MUD SHOT  
WATER GUN  
ENDEAVOR

WATER-GROUND






NORMAL  
GROUND  
WATER  
NORMAL








# AREA 5

## POKé COUPON: 800 points







### BATTLE 41: ORSAK FUN OLD MAN ♂

<b>LEDIAN ♂</b>  ABILITY: SWARM ITEM: LIECHI BERRY BATON PASS LIGHT SCREEN SILVER WIND SWIFT NORMAL PSYCHIC BUG NORMAL	<b>SABLEYE ♀</b>  ABILITY: KEEN EYE ITEM: WIKI BERRY NIGHT SHADE FAINT ATTACK ASTONISH CONFUSE RAY DARK-GHOST GHOST DARK GHOST GHOST	<b>FLAAFFY ♂</b>  ABILITY: STATIC ITEM: BRIGHT POWDER THUNDERSHOCK LIGHT SCREEN COTTON SPORE TAKE DOWN ELECTRIC ELECTRIC PSYCHIC GRASS NORMAL
<b>YANMA ♀</b>  ABILITY: SPEED BOOST ITEM: SITRUS BERRY DOUBLE TEAM DETECT SONICBOOM WING ATTACK BUG-FLYING NORMAL FIGHTING NORMAL FLYING	<b>VOLBEAT ♂</b>  ABILITY: SWARM ITEM: RAWST BERRY MOONLIGHT SIGNAL BEAM TAIL GLOW PROTECT BUG NORMAL BUG BUG NORMAL	<b>GLOOM ♂</b>  ABILITY: CHLOROPHYLL ITEM: SILVER POWDER SLEEP POWDER MOONLIGHT ACID PETAL DANCE GRASS-POISON GRASS NORMAL POISON GRASS







### BATTLE 42: GOHN HUNTER ♂

<b>MINUN ♀</b>  ABILITY: MINUS ITEM: ORAN BERRY GROWL SPARK QUICK ATTACK CHARGE ELECTRIC NORMAL ELECTRIC NORMAL ELECTRIC	<b>ARIADOS ♂</b>  ABILITY: INSOMNIA ITEM: LEPPA BERRY LEECH LIFE CONSTRICT SIGNAL BEAM NIGHT SHADE BUG-POISON BUG NORMAL BUG GHOST	<b>RHYHORN ♀</b>  ABILITY: LIGHTNINGROD ITEM: MENTAL HERB DIG STOMP ROCK TOMB SCARY FACE GROUND-ROCK GROUND NORMAL ROCK NORMAL
<b>HOUNDOUR ♂</b>  ABILITY: FLASH FIRE ITEM: BLACKGLASSES SMOG ROAR EMBER CRUNCH DARK-FIRE POISON NORMAL FIRE DARK	<b>CORPHISH ♂</b>  ABILITY: HYPER CUTTER ITEM: WIKI BERRY KNOCK OFF BUBBLEBEAM ANCIENTPOWER TAUNT WATER DARK WATER ROCK DARK	<b>WOBBUFFET ♂</b>  ABILITY: SHADOW TAG ITEM: CHERI BERRY COUNTER ENCORE MIRROR COAT CHARM PSYCHIC FIGHTING NORMAL PSYCHIC NORMAL






### BATTLE 43: DEATS GUY ♂

<b>REMORAID ♀</b>  ABILITY: HUSTLE ITEM: FIGY BERRY PSYBEAM BUBBLEBEAM AURORA BEAM HAZE WATER PSYCHIC WATER ICE ICE	<b>CARVANHA ♂</b>  ABILITY: ROUGH SKIN ITEM: MAGO BERRY FOCUS ENERGY CRUNCH SCARY FACE SWAGGER WATER-DARK NORMAL DARK NORMAL NORMAL	<b>CROCONAW ♂</b>  ABILITY: TORRENT ITEM: IAPAPA BERRY WATER PULSE SCREECH SLASH BITE WATER WATER NORMAL NORMAL DARK
<b>MUDKIP ♂</b>  ABILITY: TORRENT ITEM: AGUAV BERRY STOMP MUD SPORT WATER GUN ENDEAVOR WATER NORMAL GROUND WATER NORMAL	<b>PIKACHU ♂</b>  ABILITY: STATIC ITEM: ASPEAR BERRY THUNDER WAVE SLAM QUICK ATTACK DOUBLE TEAM ELECTRIC ELECTRIC NORMAL NORMAL NORMAL	<b>CHINCHOU ♀</b>  ABILITY: VOLT ABSORB ITEM: SITRUS BERRY THUNDER WAVE WATER PULSE TAKE DOWN FLASH WATER-ELECTRIC ELECTRIC WATER NORMAL NORMAL

### BATTLE 44: TASH TEACHER ♀

<b>DUNSPARCE ♂</b>  ABILITY: SERENE GRACE ITEM: LEFTOVERS DEFENSE CURL PURSUIT YAWN HEADBUTT NORMAL NORMAL DARK NORMAL NORMAL	<b>GEODUDE ♀</b>  ABILITY: ROCK HEAD ITEM: HARD STONE ROCK SLIDE ROLLOUT DEFENSE CURL MAGNITUDE ROCK-GROUND ROCK ROCK NORMAL GROUND	<b>ILLUMISE ♀</b>  ABILITY: OBLIVIOUS ITEM: CHESTO BERRY SWEET SCENT QUICK ATTACK MOONLIGHT SILVER WIND BUG NORMAL NORMAL NORMAL BUG
<b>ARON ♂</b>  ABILITY: ROCK HEAD ITEM: SCOPE LENS HEADBUTT IRON DEFENSE METAL CLAW STOMP STEEL-ROCK NORMAL STEEL STEEL NORMAL	<b>SANDSHREW ♀</b>  ABILITY: SAND VEIL ITEM: PECHA BERRY DEFENSE CURL SAND TOMB CRUSH CLAW SLASH GROUND NORMAL GROUND NORMAL NORMAL	<b>LILEEP ♂</b>  ABILITY: SUCTION CUPS ITEM: LUM BERRY ANCIENTPOWER SPIT UP STOCKPILE SWALLOW ROCK-GRASS ROCK NORMAL NORMAL NORMAL

### BATTLE 45: ACRON GLASSES MAN ♂

<b>SNORUNT ♀</b>  ABILITY: INNER FOCUS ITEM: NEVERMELTICE ICY WIND CRUNCH HEADBUTT HAIL ICE ICE DARK NORMAL ICE	<b>GRIMER ♀</b>  ABILITY: STICKY HOLD ITEM: POISON BARB SLUDGE MEMENTO ACID ARMOR SHADOW PUNCH POISON POISON DARK POISON GHOST	<b>PSYDUCK ♀</b>  ABILITY: DAMP ITEM: MYSTIC WATER PSYBEAM WATER PULSE WATER SPORT PSYCH UP WATER PSYCHIC WATER WATER NORMAL
<b>MAGNEMITE</b>  ABILITY: MAGNET PULL ITEM: MAGNET THUNDER WAVE SWIFT SPARK SCREECH ELECTRIC-STEEL ELECTRIC NORMAL ELECTRIC NORMAL	<b>CYNDQUIL ♂</b>  ABILITY: BLAZE ITEM: SCOPE LENS REVERSAL FLAME WHEEL CUT LEER FIRE FIGHTING FIRE NORMAL NORMAL	<b>LARVITAR ♂</b>  ABILITY: GUTS ITEM: PERSIM BERRY STOMP SANDSTORM THRASH CRUNCH ROCK-GROUND NORMAL ROCK NORMAL DARK

### BATTLE 46: KIMERY RIDER ♀

#### MACHOP ♂



ABILITY: GUTS  
ITEM: LIECHI BERRY

FIGHTING  
NORMAL  
REVENGE  
FIGHTING  
SEISMIC TOSS  
FIGHTING  
VITAL THROW  
FIGHTING

#### GULPIN ♀



ABILITY: STICKY HOLD  
ITEM: IAPAPA BERRY

POISON  
POISON  
SLUDGE  
SPIT UP  
STOCKPILE  
NORMAL  
SWALLOW  
NORMAL

#### SNUBBULL ♀



ABILITY: INTIMIDATE  
ITEM: PERSIM BERRY

NORMAL  
DARK  
FAINT ATTACK  
CHARM  
CRUNCH  
DARK  
ROAR  
NORMAL

#### GOLDEEN ♂



ABILITY: WATER VEIL  
ITEM: SEA INCENSE

WATER  
PSYBEAM  
PSYCHIC  
HORN ATTACK  
NORMAL  
SUPERSONIC  
NORMAL  
WATERFALL  
WATER

#### LUVDISC ♀



ABILITY: SWIFT SWIM  
ITEM: SHELL BELL

WATER  
WATER PULSE  
WATER  
SWEET KISS  
NORMAL  
TAKE DOWN  
NORMAL  
SAFEGUARD  
NORMAL

#### BAGON ♀



ABILITY: ROCK HEAD  
ITEM: CITRUS BERRY

DRAGON  
NORMAL  
HEADBUTT  
DRAGONBREATH  
DRAGON  
FOCUS ENERGY  
NORMAL  
CRUNCH  
DARK

### BATTLE 47: RAWLES BODYBUILDER ♂

#### CHIMECHO ♀



ABILITY: LEVITATE  
ITEM: TWISTED SPOON

PSYCHIC  
ASTONISH  
GHOST  
PSYWAVE  
PSYCHIC  
CONFUSION  
PSYCHIC  
SAFEGUARD  
NORMAL

#### DODUO ♀



ABILITY: EARLY BIRD  
ITEM: ORAN BERRY

NORMAL-FLYING  
GROWL  
NORMAL  
AERIAL ACE  
FLYING  
UPROAR  
NORMAL  
AGILITY  
PSYCHIC

#### ABRA ♂



ABILITY: SYNCHRONIZE  
ITEM: LUM BERRY

PSYCHIC  
RECOVER  
NORMAL  
THUNDERPUNCH  
ELECTRIC  
FIRE PUNCH  
FIRE  
ICE PUNCH  
ICE

#### TREECKO ♂



ABILITY: OVERGROW  
ITEM: RAWST BERRY

GRASS  
CRUNCH  
DARK  
SLAM  
NORMAL  
AGILITY  
PSYCHIC  
GIGA DRAIN  
GRASS

#### VOLTORB



ABILITY: SOUNDPROOF  
ITEM: IAPAPA BERRY

ELECTRIC  
CHARGE  
ELECTRIC  
SWIFT  
NORMAL  
SPARK  
ELECTRIC  
LIGHT SCREEN  
PSYCHIC

#### STARU



ABILITY: NATURAL CURE  
ITEM: BRIGHT POWDER

WATER  
MINIMIZE  
NORMAL  
BUBBLEBEAM  
WATER  
SWIFT  
NORMAL  
COSMIC POWER  
PSYCHIC

### BATTLE 48: ROSNO COOLTRAINER ♀

#### SKIPLOOM ♀



ABILITY: CHLOROPHYLL  
ITEM: MIRACLE SEED

GRASS-FLYING  
POISONPOWDER  
POISON  
LEECH SEED  
GRASS  
SYNTHESIS  
GRASS  
MEGA DRAIN  
GRASS

#### ODDISH ♂



ABILITY: CHLOROPHYLL  
ITEM: LEFTOVERS

GRASS-POISON  
RAZOR LEAF  
GRASS  
GIGA DRAIN  
GRASS  
CUT  
NORMAL  
PETAL DANCE  
GRASS

#### BELLOSSOM ♀



ABILITY: CHLOROPHYLL  
ITEM: FIGY BERRY

GRASS  
SWEET SCENT  
NORMAL  
ACID  
POISON  
POISONPOWDER  
GRASS  
PETAL DANCE  
GRASS

#### CHIKORITA ♂



ABILITY: OVERGROW  
ITEM: CITRUS BERRY

GRASS  
RAZOR LEAF  
GRASS  
SAFEGUARD  
NORMAL  
BODY SLAM  
NORMAL  
SOLARBEAM  
GRASS

#### LOMBRE ♀



ABILITY: RAIN DISH  
ITEM: AGUAV BERRY

WATER-GRASS  
NATURE POWER  
NORMAL  
FAKE OUT  
NORMAL  
GIGA DRAIN  
GRASS  
UPROAR  
NORMAL

#### CACNEA ♂



ABILITY: SAND VEIL  
ITEM: WHITE HERB

GRASS  
TOXIC  
POISON  
FAINT ATTACK  
DARK  
INGRAIN  
GRASS  
NEEDLE ARM  
GRASS

### BATTLE 49: MANDEV CHASER ♂

#### DELIBIRD ♀



ABILITY: VITAL SPIRIT  
ITEM: AGUAV BERRY

ICE-FLYING  
PRESENT  
NORMAL  
AURORA BEAM  
ICE  
THIEF  
DARK  
AERIAL ACE  
FLYING

#### FLAUFFY ♀



ABILITY: STATIC  
ITEM: LAX INCENSE

ELECTRIC  
GROWL  
NORMAL  
SHOCK WAVE  
ELECTRIC  
LIGHT SCREEN  
ELECTRIC  
BODY SLAM  
NORMAL

#### SPOINK ♂



ABILITY: THICK FAT  
ITEM: CHESTO BERRY

PSYCHIC  
ODOR SLEUTH  
NORMAL  
REST  
PSYCHIC  
PSYBEAM  
PSYCHIC  
BOUNCE  
FLYING

#### SWABLU ♀



ABILITY: NATURAL CURE  
ITEM: AGUAV BERRY

NORMAL-FLYING  
PURSUIT  
DARK  
MIRROR MOVE  
FLYING  
TAKE DOWN  
NORMAL  
PERISH SONG  
NORMAL

#### TENTACOO ♂



ABILITY: CLEAR BODY  
ITEM: ORAN BERRY

WATER-POISON  
CONFUSE RAY  
GHOST  
BUBBLEBEAM  
WATER  
WRAP  
NORMAL  
BARRIER  
PSYCHIC

#### NUMEL ♂



ABILITY: OBLIVIOUS  
ITEM: MAGO BERRY

FIRE-GROUND  
AMNESIA  
PSYCHIC  
MAGNITUDE  
GROUND  
STOMP  
NORMAL  
EMBER  
FIRE

### BATTLE 50: CRYAL AREA LEADER ♂

#### BAYLEEF ♂



ABILITY: OVERGROW  
ITEM: LEFTOVERS

GRASS  
RAZOR LEAF  
GRASS  
SYNTHESIS  
GRASS  
BODY SLAM  
NORMAL  
GIGA DRAIN  
GRASS

#### QUILAVA ♂



ABILITY: BLAZE  
ITEM: PERSIM BERRY

FIRE  
SMOKESCREEN  
NORMAL  
FLAME WHEEL  
FIRE  
SWIFT  
NORMAL  
THRASH  
NORMAL

#### CROCONAW ♂



ABILITY: TORRENT  
ITEM: AGUAV BERRY

WATER  
BITE  
DARK  
WATERFALL  
WATER  
SLASH  
NORMAL  
SCARY FACE  
NORMAL

#### MURKROW ♀



ABILITY: INSOMNIA  
ITEM: LUM BERRY

DARK-FLYING  
MIRROR MOVE  
FLYING  
FAINT ATTACK  
DARK  
NIGHT SHADE  
GHOST  
TAUNT  
DARK

#### MEDICHAM ♀



ABILITY: PURE POWER  
ITEM: BLACK BELT

FIGHTING-PSYCHIC  
CONFUSION  
PSYCHIC  
MEDITATE  
PSYCHIC  
THUNDERPUNCH  
ELECTRIC  
HI JUMP KICK  
FIGHTING

#### SEALEO ♀




ABILITY: THICK FAT  
ITEM: NEVERMELTICE

ICE-WATER  
BODY SLAM  
NORMAL  
REST  
PSYCHIC  
AURORA BEAM  
ICE  
SNORE  
NORMAL




# AREA 6 POKé COUPON: 1,600 points

## BATTLE 51: DEMIT WORKER ♂


<b>MASQUERAIN ♀</b>	BUG-FLYING
	ABILITY: INTIMIDATE ITEM: SILVER POWDER
AGILITY SILVER WIND QUICK ATTACK WATER SPORT	PSYCHIC BUG NORMAL WATER

<b>SWALLOW ♂</b>	NORMAL-FLYING
	ABILITY: GUTS ITEM: SHARP BEAK
AGILITY AERIAL ACE QUICK ATTACK MIRROR MOVE	PSYCHIC FLYING NORMAL FLYING

<b>NINJASK ♂</b>	BUG-FLYING
	ABILITY: SPEED BOOST ITEM: BRIGHT POWDER
SWORDS DANCE LEECH LIFE SCREECH MUD-SLAP	NORMAL BUG NORMAL GROUND

<b>GIRAFARIG ♀</b>	NORMAL-PSYCHIC
	ABILITY: EARLY BIRD ITEM: SILK SCARF
AGILITY PSYBEAM STOMP CRUNCH	PSYCHIC PSYCHIC NORMAL DARK


<b>ZANGOOSE ♀</b>	NORMAL
	ABILITY: IMMUNITY ITEM: KING'S ROCK
QUICK ATTACK PURSUIT SLASH TAUNT	NORMAL DARK NORMAL DARK

<b>GOLBAT ♂</b>	POISON-FLYING
	ABILITY: INNER FOCUS ITEM: BLACKGLASSES
QUICK ATTACK PURSUIT AIR CUTTER POISON FANG	NORMAL DARK FLYING POISON

## BATTLE 52: LIREL ST. PERFORMER ♀

<b>NUZLEAF ♂</b>	GRASS-DARK
	ABILITY: EARLY BIRD ITEM: -
FAKE OUT SWAGGER THIEF FAINT ATTACK	NORMAL NORMAL DARK DARK

<b>ROSELIA ♂</b>	GRASS-POISON
	ABILITY: NATURAL CURE ITEM: BRIGHT POWDER
LEECH SEED GRASSWHISTLE MAGICAL LEAF SYNTHESIS	GRASS GRASS GRASS GRASS

<b>LOUDRED ♀</b>	NORMAL
	ABILITY: SOUNDPROOF ITEM: CITRUS BERRY
SUPERSONIC HOWL SCREECH STOMP	NORMAL NORMAL NORMAL NORMAL

<b>SHARPEDO ♂</b>	WATER-DARK
	ABILITY: ROUGH SKIN ITEM: SCOPE LENS
TAUNT BITE SCARY FACE SLASH	DARK DARK NORMAL NORMAL


<b>DELICATTY ♀</b>	NORMAL
	ABILITY: CUTE CHARM ITEM: WHITE HERB
ATTRACT CHARM TOXIC FAINT ATTACK	NORMAL NORMAL POISON DARK


<b>GRUMPIG ♀</b>	PSYCHIC
	ABILITY: OWN TEMPO ITEM: CHESTO BERRY
CONFUSE RAY FLASH PSYWAVE REST	GHOST NORMAL PSYCHIC PSYCHIC


## BATTLE 53: CRAG BANDANA GUY ♂

<b>TOGETIC ♂</b>	NORMAL-FLYING
	ABILITY: SERENE GRACE ITEM: WIKI BERRY
METRONOME YAWN ENCORE DOUBLE-EDGE	NORMAL NORMAL NORMAL NORMAL

<b>SUDOWOODO ♂</b>	ROCK
	ABILITY: STURDY ITEM: LAX INCENSE
MIMIC FAINT ATTACK LOW KICK BLOCK	NORMAL DARK FIGHTING NORMAL

<b>MAGCARGO ♀</b>	FIRE-ROCK
	ABILITY: MAGMA ARMOR ITEM: QUICK CLAW
SMOG AMNESIA EMBER ROCK SLIDE	POISON PSYCHIC FIRE ROCK

<b>MASQUERAIN ♀</b>	BUG-FLYING
	ABILITY: INTIMIDATE ITEM: SILVER POWDER
SWEET SCENT STUN SPORE GUST SILVER WIND	NORMAL GRASS FLYING BUG

<b>AZUMARILL ♀</b>	WATER
	ABILITY: HUGE POWER ITEM: SEA INCENSE
DEFENSE CURL BUBBLEBEAM ROLLOUT RAIN DANCE	NORMAL WATER ROCK WATER


<b>PUPITAR ♂</b>	ROCK-GROUND
	ABILITY: SHED SKIN ITEM: PERSIM BERRY
SANDSTORM OUTRAGE SCARY FACE CRUNCH	ROCK DRAGON NORMAL DARK


## BATTLE 54: RENE LADY ♀

<b>FURRET ♂</b>	NORMAL
	ABILITY: KEEN EYE ITEM: CHESTO BERRY
DEFENSE CURL REST QUICK ATTACK SLASH	NORMAL PSYCHIC NORMAL NORMAL

<b>WIGGLYTUFF ♀</b>	NORMAL
	ABILITY: CUTE CHARM ITEM: IAPAPA BERRY
SING BODY SLAM DOUBLESAP MIMIC	NORMAL NORMAL NORMAL NORMAL

<b>DUNSPARCE ♀</b>	NORMAL
	ABILITY: SERENE GRACE ITEM: SILK SCARF
YAWN HEADBUTT GLARE ENDEAVOR	NORMAL NORMAL NORMAL NORMAL

<b>VIGOROTH ♂</b>	NORMAL
	ABILITY: VITAL SPIRIT ITEM: FOCUS BAND
FOCUS ENERGY SLASH ENDURE COUNTER	NORMAL NORMAL NORMAL FIGHTING


<b>LINOONE ♂</b>	NORMAL
	ABILITY: PICKUP ITEM: CITRUS BERRY
SAND-ATTACK COVET MUD SPORT SLASH	GROUND NORMAL GROUND NORMAL

<b>KECLEON ♀</b>	NORMAL
	ABILITY: COLOR CHANGE ITEM: MAGO BERRY
THIEF SLASH PSYBEAM BIND	DARK NORMAL PSYCHIC NORMAL

## BATTLE 55: GULOR ATHLETE ♂

<b>CASTFORM ♀</b>	NORMAL
	ABILITY: FORECAST ITEM: MYSTIC WATER
RAIN DANCE SHOCK WAVE WEATHER BALL FACADE	WATER ELECTRIC NORMAL NORMAL

<b>METANG</b>	STEEL-PSYCHIC
	ABILITY: CLEAR BODY ITEM: METAL COAT
CONFUSION PURSUIT METAL CLAW IRON DEFENSE	PSYCHIC DARK STEEL STEEL







<b>NATU ♀</b>	PSYCHIC-FLYING
	ABILITY: SYNCHRONIZE ITEM: MAGO BERRY
AERIAL ACE NIGHT SHADE WISH CONFUSE RAY	FLYING GHOST NORMAL GHOST

<b>SHELGON ♂</b>	DRAGON
	ABILITY: ROCK HEAD ITEM: LUM BERRY
BITE DRAGONBREATH EMBER SCARY FACE	DARK DRAGON FIRE NORMAL







<b>WAILMER ♀</b>	WATER
	ABILITY: OBLIVIOUS ITEM: IAPAPA BERRY
ROLLOUT MIST WATER PULSE GROWL	ROCK ICE WATER NORMAL

<b>MIGHTYENA ♂</b>	DARK
	ABILITY: INTIMIDATE ITEM: LIECHI BERRY
HOWL ROAR BITE TAKE DOWN	NORMAL NORMAL DARK NORMAL







## BATTLE 56: AMELL LADY IN SUIT ♀

<b>SUNFLORA ♀</b>  ABILITY: CHLOROPHYLL ITEM: MAGO BERRY GROWTH INGRAIN RAZOR LEAF ENDEAVOR NORMAL GRASS GRASS NORMAL	<b>QUAGSIRE ♂</b>  ABILITY: WATER ABSORB ITEM: CITRUS BERRY ANCIENTPOWER SLAM TAIL WHIP MUD SHOT WATER-GROUND ROCK NORMAL NORMAL GROUND	<b>GLIGAR ♂</b>  ABILITY: HYPER CUTTER ITEM: AGUAV BERRY WING ATTACK QUICK ATTACK SAND-ATTACK SLASH GROUND-FLYING FLYING NORMAL GROUND NORMAL
<b>SNEASEL ♀</b>  ABILITY: INNER FOCUS ITEM: WHITE HERB TAUNT ICY WIND FAINT ATTACK SPITE DARK-ICE DARK ICE DARK GHOST	<b>QWILFISH ♀</b>  ABILITY: POISON POINT ITEM: SEA INCENSE BUBBLEBEAM MINIMIZE SPIKES TAKE DOWN WATER-POISON WATER NORMAL GROUND NORMAL	<b>NOCTOWL ♂</b>  ABILITY: INSOMNIA ITEM: SHARP BEAK FORESIGHT CONFUSION HYPNOSIS AERIAL ACE NORMAL-FLYING NORMAL PSYCHIC PSYCHIC FLYING







## BATTLE 57: VIUM RIDER ♀

<b>PELIPPER ♀</b>  ABILITY: KEEN EYE ITEM: BRIGHT POWDER WING ATTACK SWALLOW STOCKPILE SPIT UP WATER-FLYING FLYING NORMAL NORMAL NORMAL	<b>LAIRON ♂</b>  ABILITY: STURDY ITEM: IAPAPA BERRY HARDEN METAL CLAW MUD-SLAP TAKE DOWN STEEL-ROCK NORMAL STEEL GROUND NORMAL	<b>DUSCLOPS ♂</b>  ABILITY: PRESSURE ITEM: SPELL TAG DISABLE SHADOW PUNCH CONFUSE RAY WILL-O-WISP GHOST NORMAL GHOST GHOST FIRE
<b>FORRETRESS ♀</b>  ABILITY: STURDY ITEM: LEFTOVERS SWIFT DIG PROTECT SANDSTORM BUG-STEEL NORMAL GROUND NORMAL ROCK	<b>SANDSLASH ♀</b>  ABILITY: SAND VEIL ITEM: QUICK CLAW DEFENSE CURL SLASH SAND-ATTACK ROCK SLIDE GROUND NORMAL NORMAL GROUND ROCK	<b>SKARMORY ♂</b>  ABILITY: KEEN EYE ITEM: CITRUS BERRY SWIFT AIR CUTTER AGILITY METAL SOUND STEEL-FLYING NORMAL FLYING PSYCHIC STEEL

## BATTLE 58: BIDIX ROLLER BOY ♂

<b>LUNATONE</b>  ABILITY: LEVITATE ITEM: SHELL BELL CONFUSION PSYWAVE ROCK THROW COSMIC POWER ROCK-PSYCHIC PSYCHIC PSYCHIC ROCK PSYCHIC	<b>JUMPLUFF ♀</b>  ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED REFLECT SLEEP POWDER SYNTHESIS GIGA DRAIN GRASS-FLYING PSYCHIC GRASS GRASS GRASS	<b>SOLROCK</b>  ABILITY: LEVITATE ITEM: ORAN BERRY CONFUSION COSMIC POWER FIRE SPIN ROCK THROW ROCK-PSYCHIC PSYCHIC PSYCHIC FIRE ROCK
<b>SEADRA ♂</b>  ABILITY: POISON POINT ITEM: AGUAV BERRY TWISTER LEER AURORA BEAM AGILITY WATER DRAGON NORMAL ICE PSYCHIC	<b>MISDREAVUS ♀</b>  ABILITY: LEVITATE ITEM: CITRUS BERRY SPITE PAIN SPLIT PSYBEAM PERISH SONG GHOST GHOST NORMAL PSYCHIC NORMAL	<b>SEAKING ♂</b>  ABILITY: WATER VEIL ITEM: BRIGHT POWDER TAIL WHIP HORN ATTACK WATER SPORT PSYBEAM WATER NORMAL NORMAL WATER PSYCHIC

## BATTLE 59: NANOT RESEARCHER ♂

<b>MANECTRIC ♀</b>  ABILITY: LIGHTNINGROD ITEM: FIGY BERRY CHARGE SPARK QUICK ATTACK HEADBUTT ELECTRIC ELECTRIC ELECTRIC NORMAL NORMAL	<b>CACTURNE ♀</b>  ABILITY: SAND VEIL ITEM: BRIGHT POWDER POISON STING NEEDLE ARM FAINT ATTACK COTTON SPORE GRASS-DARK GRASS GRASS DARK GRASS	<b>PILOSWINE ♀</b>  ABILITY: OBLIVIOUS ITEM: NEVERMELTICE BITE POWDER SNOW HORN ATTACK MIST ICE-GROUND DARK ICE NORMAL ICE
<b>SEVIPER ♂</b>  ABILITY: SHED SKIN ITEM: LAX INCENSE WRAP POISON FANG BITE HAZE POISON NORMAL POISON DARK ICE	<b>BRELOOM ♀</b>  ABILITY: EFFECT SPORE ITEM: SHELL BELL STUN SPORE HEADBUTT LEECH SEED CHARM GRASS-FIGHTING GRASS NORMAL GRASS NORMAL	<b>SMEARGLE ♀</b>  ABILITY: OWN TEMPO ITEM: LEFTOVERS SKETCH ASSIST MIRROR MOVE METRONOME NORMAL NORMAL NORMAL FLYING NORMAL


## BATTLE 60: GLYDIN AREA LEADER ♀


<b>SNEASEL ♀</b>  ABILITY: KEEN EYE ITEM: SCOPE LENS FAINT ATTACK METAL CLAW SLASH HIDDEN POWER DARK-ICE DARK STEEL NORMAL NORMAL	<b>SHARPEDO ♂</b>  ABILITY: ROUGH SKIN ITEM: FOCUS BAND BITE SLASH WATER PULSE HIDDEN POWER WATER-DARK DARK NORMAL WATER NORMAL	<b>SEADRA ♀</b>  ABILITY: POISON POINT ITEM: LEFTOVERS WATER PULSE FACADE AURORA BEAM HIDDEN POWER WATER WATER NORMAL ICE NORMAL
<b>GOLBAT ♂</b>  ABILITY: INNER FOCUS ITEM: BRIGHT POWDER WING ATTACK GIGA DRAIN BITE HIDDEN POWER POISON-FLYING FLYING GRASS DARK NORMAL	<b>HITMONTOP ♂</b>  ABILITY: INTIMIDATE ITEM: KING'S ROCK ROLLING KICK STRENGTH DIG HIDDEN POWER FIGHTING FIGHTING NORMAL GROUND NORMAL	<b>GIRAFARIG ♀</b>  ABILITY: EARLY BIRD ITEM: LAX INCENSE STOMP SHADOW BALL PSYBEAM HIDDEN POWER NORMAL-PSYCHIC NORMAL GHOST PSYCHIC NORMAL



# AREA 7 POKé COUPON: 1,800 points

## BATTLE 61: BENIT RICH BOY ♂


NINJASK ♀		BUG-FLYING	
	ABILITY: SPEED BOOST	HARDEN	NORMAL
	ITEM: AGUAV BERRY	SWORDS DANCE	NORMAL
		SAND-ATTACK	GROUND
		SLASH	NORMAL

MANTINE ♂		WATER-FLYING	
	ABILITY: WATER ABSORB	MUD SPORT	GROUND
	ITEM: IAPAPA BERRY	WING ATTACK	FLYING
		AGILITY	PSYCHIC
		WATER PULSE	WATER


<b>DODRIO ♂</b>		<b>NORMAL-FLYING</b>	
	ABILITY: EARLY BIRD	AERIAL ACE	FLYING
	ITEM: WHITE HERB	FURY ATTACK	NORMAL
		PURSUIT	DARK
		UPROAR	NORMAL


XATU ♂		PSYCHIC-FLYING	
	ABILITY: SYNCHRONIZE	STEEL WING	STEEL
	ITEM: MAGO BERRY	FUTURE SIGHT	PSYCHIC
		WISH	NORMAL
		CONFUSE RAY	GHOST

TROPIUS ♀		GRASS-FLYING	
	ABILITY: CHLOROPHYLL	GROWTH	NORMAL
	ITEM: LEFTOVERS	MAGICAL LEAF	GRASS
		STOMP	NORMAL
		SYNTHESIS	GRASS

SALAMENCE ♀		DRAGON-FLYING	
	ABILITY: INTIMIDATE	TWISTER	DRAGON
	ITEM: SHELL BELL	HEADBUTT	NORMAL
		BITE	DARK
		EMBER	FIRE


## BATTLE 62: HELMIN BODYBUILDER ♀


CAMERUPT ♂		FIRE-GROUND
	ABILITY: MAGMA ARMOR	FLAMETHROWER
	ITEM: IAPAPA BERRY	AMNESIA
		STOMP
		ROCK SLIDE

SWALOT ♂		POISON	
	ABILITY: STICKY HOLD	YAWN	NORMAL
	ITEM: SHELL BELL	BODY SLAM	NORMAL
		SLUDGE	POISON
		ACID ARMOR	POISON


LANTURN ♀		WATER-ELECTRIC	
	ABILITY: VOLT ABSORB	FLAIL	NORMAL
	ITEM: LUM BERRY	CONFUSE RAY	GHOST
		SPARK	ELECTRIC
		SURF	WATER


ABSOL ♀		DARK	
	ABILITY: PRESSURE	SLASH	NORMAL
	ITEM: SCOPE LENS	BITE	DARK
		TAUNT	DARK
		DOUBLE TEAM	NORMAL

VILEPLUME ♀		GRASS-POISON	
	ABILITY: CHLOROPHYLL	STUN SPORE	GRASS
	ITEM: PERSIM BERRY	SECRET POWER	NORMAL
		AROMATHERAPY	GRASS
		PETAL DANCE	GRASS


STANTLER ♀		NORMAL
	ABILITY: INTIMIDATE	ASTONISH
	ITEM: BRIGHT POWDER	STOMP
		HYPNOSIS
		EXTRASENSORY
		GHOST
		NORMAL
		PSYCHIC
		PSYCHIC


## BATTLE 63: ROGIN RIDER ♂


WHISCASH ♀		WATER-GROUND	
	ABILITY: OBLIVIOUS	SPARK	ELECTRIC
	ITEM: CITRUS BERRY	SNORE	NORMAL
		REST	PSYCHIC
		FUTURE SIGHT	PSYCHIC

OCTILLERY ♂		WATER	
	ABILITY: SUCTION CUPS	CONSTRUCT	NORMAL
	ITEM: MENTAL HERB	OCTAZOOKA	WATER
		PSYBEAM	PSYCHIC
		FOCUS ENERGY	NORMAL

CRAWDAUNT ♂		WATER-DARK	
	ABILITY: SHELL ARMOR	HARDEN	NORMAL
	ITEM: MAGO BERRY	BUBBLEBEAM	WATER
		VICEGRIP	NORMAL
		KNOCK OFF	DARK


<b>HUNTAIL ♀</b>		WATER
	ABILITY: SWIFT SWIM	WHIRLPOOL
	ITEM: WHITE HERB	SCREECH
		BITE
		WATER PULSE
		WATER
		NORMAL
		DARK
		WATER

LUDICOLO ♀		WATER-GRASS	
	ABILITY: RAIN DISH	RAZOR LEAF	GRASS
	ITEM: LEFTOVERS	RAIN DANCE	WATER
		SWEET SCENT	NORMAL
		NATURE POWER	NORMAL


<b>RELICANTH ♂</b>		WATER-ROCK	
	ABILITY: ROCK HEAD	HARDEN	NORMAL
	ITEM: AGUAV BERRY	MUD SPORT	GROUND
		ROCK TOMB	ROCK
		TAKE DOWN	NORMAL

## BATTLE 64: CEWAN HUNTER ♀

GRUMPIG ♀		PSYCHIC
	ABILITY: THICK FAT	EXTRASENSORY
	ITEM: LUM BERRY	CONFUSE RAY
		BOUNCE
		MAGIC COAT
		PSYCHIC
		GHOST
		FLYING
		PSYCHIC

BANETTE ♂		GHOST
	ABILITY: INSOMNIA ITEM: CITRUS BERRY	CURSE WILL-O-WISP SPITE NIGHT SHADE
		? FIRE GHOST GHOST

HARIYAMA ♂		FIGHTING:	
	ABILITY: GUTS	FAKE OUT	NORMAL
	ITEM: FOCUS BAND	SURF	WATER
		SMELLINGSALT	NORMAL
		KNOCK OFF	DARK


TORKOAL ♂		FIRE
	ABILITY: WHITE SMOKE	ERUPTION
	ITEM: LAX INCENSE	AMNESIA
		BODY SLAM
		FLAIL
		FIRE
		PSYCHIC
		NORMAL
		NORMAL

GRANBULL ♀		NORMAL
	ABILITY: INTIMIDATE	SCARY FACE
	ITEM: WIKI BERRY	RAGE
		BITE
		STRENGTH


<b>RAICHU ♂</b>		ELECTRIC	
	ABILITY: STATIC	SLAM	NORMAL
	ITEM: SHELL BELL	THUNDER	ELECTRIC
		TAIL WHIP	NORMAL
		ATTRACT	NORMAL

## BATTLE 65: PERSTIN FUN OLD LADY ♀

SHIFTRY ♂		GRASS-DARK	
	ABILITY: EARLY BIRD	GROWTH	NORMAL
	ITEM: SCOPE LENS	EXTRASENSORY	PSYCHIC
		FAINT ATTACK	DARK
		NATURE POWER	NORMAL

TENTACRUEL ♂		WATER-POISON	
	ABILITY: CLEAR BODY ITEM: MYSTIC WATER	CONFUSE RAY SURF ACID BARRIER	GHOST WATER POISON PSYCHIC







ELECTRODE		ELECTRIC	
	ABILITY: SOUNDPROOF	TORMENT	DARK
	ITEM: MAGNET	ROLLOUT	ROCK
		SPARK	ELECTRIC
		SWIFT	NORMAL

GOLEM ♀		ROCK-GROUND	
	ABILITY: STURDY	DEFENSE CURL	NORMAL
	ITEM: LUM BERRY	ROLLOUT	ROCK
		BRICK BREAK	FIGHTING
		MAGNITUDE	GROUND


EXPLOUD ♂		NORMAL
	ABILITY: SOUNDPROOF	UPROAR
	ITEM: IAPAPA BERRY	NORMAL
		SUPERSONIC
		ROAR
		FIRE BLAST
		FIRE

GLALIE ♂		ICE
	ABILITY: INNER FOCUS ITEM: NEVERMELTICE	DOUBLE TEAM ICY WIND BITE HAIL
		NORMAL ICE DARK ICE

## BATTLE 66: DAZON COOLTRAINER ♂

<b>BELLOSSOM ♀</b>  ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED MOONLIGHT STUN SPORE MAGICAL LEAF SLUDGE BOMB GRASS NORMAL GRASS GRASS POISON	<b>RHYDON ♂</b>  ABILITY: ROCK HEAD ITEM: LUM BERRY SCARY FACE TAIL WHIP FURY ATTACK ROCK BLAST GROUND-ROCK NORMAL NORMAL NORMAL ROCK	<b>GOREBYSS ♂</b>  ABILITY: SWIFT SWIM ITEM: AGUAV BERRY IRON DEFENSE AGILITY CONFUSION SURF WATER STEEL PSYCHIC PSYCHIC WATER
<b>WEEZING ♀</b>  ABILITY: LEVITATE ITEM: LEFTOVERS PSYWAVE TOXIC HAZE SLUDGE POISON PSYCHIC POISON ICE POISON	<b>MAGNETON</b>  ABILITY: MAGNET PULL ITEM: MAGNET METAL SOUND ROCK TOMB SWIFT SCREECH ELECTRIC-STEEL STEEL ELECTRIC NORMAL NORMAL	<b>ALAKAZAM ♂</b>  ABILITY: SYNCHRONIZE ITEM: TWISTED SPOON KINESIS RECOVER PSYBEAM IRON TAIL PSYCHIC NORMAL PSYCHIC STEEL

## BATTLE 67: ZIALE ATHLETE ♀

<b>CRADILY ♂</b>  ABILITY: SUCTION CUPS ITEM: LAX INCENSE TOXIC INGRAIN CONSTRICT ANCIENTPOWER ROCK-GRASS POISON GRASS NORMAL ROCK	<b>PINSIR ♀</b>  ABILITY: HYPER CUTTER ITEM: SHELL BELL FOCUS ENERGY ROCK TOMB GUILLOTINE SUBMISSION BUG NORMAL ROCK NORMAL FIGHTING	<b>ARMALDO ♂</b>  ABILITY: BATTLE ARMOR ITEM: AGUAV BERRY ROCK BLAST METAL CLAW WATER PULSE FURY CUTTER ROCK-BUG ROCK STEEL WATER BUG
<b>MILTANK ♀</b>  ABILITY: THICK FAT ITEM: LUM BERRY REVERSAL MILK DRINK STOMP ROLLOUT NORMAL FIGHTING NORMAL NORMAL ROCK	<b>CLAYDOL</b>  ABILITY: LEVITATE ITEM: BRIGHT POWDER PSYBEAM MUD-SLAP LIGHT SCREEN ROCK TOMB GROUND-PSYCHIC PSYCHIC GROUND PSYCHIC ROCK	<b>WAILORD ♀</b>  ABILITY: OBLIVIOUS ITEM: LIECHI BERRY AMNESIA SNORE WATER PULSE REST WATER PSYCHIC NORMAL WATER PSYCHIC







## BATTLE 68: CORVIN HUNTER ♂

<b>DONPHAN ♀</b>  ABILITY: STURDY ITEM: MENTAL HERB HORN ATTACK IRON TAIL ANCIENTPOWER RAPID SPIN GROUND NORMAL STEEL ROCK NORMAL	<b>GOLDUCK ♂</b>  ABILITY: DAMP ITEM: LUM BERRY PSYBEAM SCREECH WATERFALL FURY SWIPES WATER PSYCHIC NORMAL WATER NORMAL	<b>ZANGOOSE ♂</b>  ABILITY: IMMUNITY ITEM: LIECHI BERRY DOUBLE KICK FURY CUTTER GIGA DRAIN SLASH NORMAL FIGHTING BUG GRASS NORMAL
<b>AMPHAROS ♀</b>  ABILITY: STATIC ITEM: SITRUS BERRY FRUSTRATION THUNDERPUNCH THUNDER WAVE LIGHT SCREEN ELECTRIC NORMAL ELECTRIC ELECTRIC PSYCHIC	<b>HERACROSS ♂</b>  ABILITY: SWARM ITEM: SCOPE LENS THIEF BRICK BREAK HORN ATTACK COUNTER BUG-FIGHTING DARK FIGHTING NORMAL FIGHTING	<b>HOUDOON ♂</b>  ABILITY: FLASH FIRE ITEM: IAPAPA BERRY WILL-O-WISP EMBER COUNTER FAINT ATTACK DARK-FIRE FIRE FIRE FIGHTING DARK

## BATTLE 69: DUNOR GLASSES MAN ♂

<b>MUK ♀</b>  ABILITY: STICKY HOLD ITEM: POISON BARB SHADOW PUNCH MINIMIZE SLUDGE ACID ARMOR POISON GHOST POISON POISON POISON	<b>SHARPEDO ♂</b>  ABILITY: ROUGH SKIN ITEM: PERSIM BERRY DIVE SWAGGER BITE SLASH WATER-DARK WATER NORMAL DARK NORMAL	<b>NINETALES ♀</b>  ABILITY: FLASH FIRE ITEM: QUICK CLAW WILL-O-WISP FIRE SPIN CONFUSE RAY ATTRACT FIRE FIRE FIRE GHOST NORMAL
<b>PORYGON2</b>  ABILITY: TRACE ITEM: SITRUS BERRY LOCK-ON TRI ATTACK ZAP CANNON RECYCLE NORMAL NORMAL NORMAL ELECTRIC NORMAL	<b>MACHAMP ♂</b>  ABILITY: GUTS ITEM: IAPAPA BERRY FACADE FORESIGHT FOCUS ENERGY DYNAMICPUNCH FIGHTING NORMAL NORMAL NORMAL FIGHTING	<b>GARDEVOIR ♀</b>  ABILITY: SYNCHRONIZE ITEM: WHITE HERB CALM MIND HYPNOSIS DREAM EATER SHOCK WAVE PSYCHIC PSYCHIC PSYCHIC ELECTRIC

## BATTLE 70: VARIO AREA LEADER ♂

<b>SLAKING ♀</b>  ABILITY: TRUANT ITEM: LUM BERRY BODY SLAM COUNTER FAINT ATTACK SLACK OFF NORMAL NORMAL FIGHTING DARK NORMAL	<b>GYARADOS ♂</b>  ABILITY: INTIMIDATE ITEM: PERSIM BERRY THRASH DRAGON DANCE BITE WATERFALL WATER-FLYING NORMAL DRAGON DARK WATER	<b>AGGRON ♂</b>  ABILITY: STURDY ITEM: METAL COAT METAL CLAW ROAR IRON DEFENSE TAKE DOWN STEEL-ROCK STEEL NORMAL STEEL NORMAL
<b>WALREIN ♂</b>  ABILITY: THICK FAT ITEM: LEFTOVERS BODY SLAM HAIL AURORA BEAM WATER PULSE ICE-WATER NORMAL ICE ICE WATER	<b>MANECTRIC ♀</b>  ABILITY: STATIC ITEM: SCOPE LENS QUICK ATTACK BITE SPARK IRON TAIL ELECTRIC NORMAL DARK ELECTRIC STEEL	<b>CACTURNE ♀</b>  ABILITY: SAND VEIL ITEM: BRIGHT POWDER SANDSTORM FAINT ATTACK LEECH SEED NEEDLE ARM GRASS-DARK ROCK DARK GRASS GRASS



# AREA 8 POKé COUPON: 2,000 points

## BATTLE 71: LISOT TEACHER ♀

### KINGDRA ♂

WATER-DRAGON


ABILITY: SWIFT SWIM  
ITEM: SCOPE LENS

WATER GUN  
WATER  
DRAGON DANCE  
DRAGON  
TWISTER  
DRAGON  
HYPER BEAM  
NORMAL

### MUK ♀

POISON


ABILITY: STICKY HOLD  
ITEM: FOCUS BAND

DISABLE  
ACID ARMOR  
NORMAL  
POISON  
POISON  
FOCUS PUNCH  
FIGHTING

### HERACROSS ♂

BUG-FIGHTING


ABILITY: SWARM  
ITEM: CITRUS BERRY

HORN ATTACK  
NORMAL  
COUNTER  
FIGHTING  
BRICK BREAK  
FIGHTING  
ROCK TOMB  
ROCK

### SHIFTRY ♀

GRASS-DARK


ABILITY: CHLOROPHYLL  
ITEM: PERSIM BERRY

TORMENT  
DARK  
RAZOR WIND  
NORMAL  
FAINT ATTACK  
DARK  
SWAGGER  
NORMAL

### ALAKAZAM ♀

PSYCHIC


ABILITY: SYNCHRONIZE  
ITEM: CHOICE BAND

PSYBEAM  
PSYCHIC  
TAUNT  
DARK  
TRICK  
PSYCHIC  
TORMENT  
DARK

### BRELOOM ♀

GRASS-FIGHTING


ABILITY: EFFECT SPORE  
ITEM: MIRACLE SEED

LEECH SEED  
GRASS  
SPORE  
GRASS  
GIGA DRAIN  
GRASS  
MACH PUNCH  
FIGHTING

## BATTLE 72: FAUL CHASER ♂

### MILOTIC ♀

WATER


ABILITY: MARVEL SCALE  
ITEM: MENTAL HERB

WATER PULSE  
WATER  
ATTRACT  
NORMAL  
TWISTER  
DRAGON  
SAFEGUARD  
NORMAL

### HOUNDOOM ♂

DARK-FIRE


ABILITY: FLASH FIRE  
ITEM: CHARCOAL

EMBER  
FIRE  
BITE  
DARK  
ROAR  
NORMAL  
SOLARBEAM  
GRASS

### CLAYDOL

GROUND-PSYCHIC


ABILITY: LEVITATE  
ITEM: CITRUS BERRY

RAPID SPIN  
NORMAL  
PSYBEAM  
PSYCHIC  
MUD-SLAP  
GROUND  
SANDSTORM  
ROCK

### STARMIE

WATER-PSYCHIC


ABILITY: ILLUMINATE  
ITEM: WHITE HERB

SKILL SWAP  
PSYCHIC  
RECOVER  
NORMAL  
BUBBLEBEAM  
WATER  
SWIFT  
NORMAL

### MAGNETON

ELECTRIC-STEEL


ABILITY: MAGNET PULL  
ITEM: RAWST BERRY

SUPERSONIC  
NORMAL  
LOCK-ON  
NORMAL  
SONICBOOM  
NORMAL  
ZAP CANNON  
ELECTRIC

### SEVIPER ♂

POISON


ABILITY: SHED SKIN  
ITEM: FOCUS BAND

WRAP  
NORMAL  
POISON TAIL  
POISON  
CONSTRUCT  
DARK  
GLARE  
NORMAL

## BATTLE 73: GILLY COOLTRAINER ♀

### MEGANIUM ♂

GRASS


ABILITY: OVERGROW  
ITEM: QUICK CLAW

RAZOR LEAF  
GRASS  
BODY SLAM  
NORMAL  
REFLECT  
PSYCHIC  
LIGHT SCREEN  
PSYCHIC

### NINETALES ♀

FIRE


ABILITY: FLASH FIRE  
ITEM: WIKI BERRY

CONFUSE RAY  
GHOST  
HEAT WAVE  
FIRE  
WILL-O-WISP  
FIRE  
QUICK ATTACK  
NORMAL

### WEEZING ♂

POISON


ABILITY: LEVITATE  
ITEM: MENTAL HERB

POISON GAS  
POISON  
SMOKESCREEN  
NORMAL  
SLUDGE  
POISON  
HAZE  
ICE

### SANDSLASH ♀

GROUND


ABILITY: SAND VEIL  
ITEM: BRIGHT POWDER

SANDSTORM  
ROCK  
SLASH  
NORMAL  
POISON STING  
POISON  
DOUBLE TEAM  
NORMAL

### GARDEVOIR ♂

PSYCHIC


ABILITY: TRACE  
ITEM: WHITE HERB

FUTURE SIGHT  
PSYCHIC  
SHOCK WAVE  
ELECTRIC  
SHADOW BALL  
GHOST  
SNATCH  
DARK

### UMBREON ♂

DARK


ABILITY: SYNCHRONIZE  
ITEM: LUM BERRY

FAINT ATTACK  
DARK  
SCREECH  
NORMAL  
MEAN LOOK  
NORMAL  
HYPER BEAM  
NORMAL

## BATTLE 74: CHIOD BODYBUILDER ♂

### BLAZIKEN ♂

FIRE-FIGHTING


ABILITY: BLAZE  
ITEM: SHARP BEAK

DOUBLE KICK  
FIGHTING  
BLAZE KICK  
FIRE  
PECK  
FLYING  
MIRROR MOVE  
FLYING

### WAILORD ♀

WATER


ABILITY: OBLIVIOUS  
ITEM: HARD STONE

GROWL  
NORMAL  
DIVE  
WATER  
WHIRLPOOL  
WATER  
ROCK TOMB  
ROCK

### AMPHAROS ♂

ELECTRIC


ABILITY: STATIC  
ITEM: SILK SCARF

TACKLE  
NORMAL  
THUNDERPUNCH  
ELECTRIC  
COTTON SPORE  
GRASS  
LIGHT SCREEN  
PSYCHIC

### GOLEM ♀

ROCK-GROUND


ABILITY: STURDY  
ITEM: BLACK BELT

MUD SPORT  
GROUND  
MAGNITUDE  
GROUND  
ROCK BLAST  
ROCK  
ROCK SMASH  
FIGHTING

### BELLOSSOM ♂

GRASS


ABILITY: CHLOROPHYLL  
ITEM: CHESTO BERRY

SUNNY DAY  
FIRE  
MOONLIGHT  
NORMAL  
SOLARBEAM  
GRASS  
MAGICAL LEAF  
PSYCHIC

### SKARMORY ♀

STEEL-FLYING


ABILITY: KEEN EYE  
ITEM: RAWST BERRY

SKY ATTACK  
FLYING  
SWIFT  
NORMAL  
SAND-ATTACK  
GROUND  
STEEL WING  
STEEL

## BATTLE 75: MATON GUY ♂

### FERALIGATR ♂

WATER


ABILITY: TORRENT  
ITEM: SCOPE LENS

SCARY FACE  
NORMAL  
WATER PULSE  
WATER  
SLASH  
NORMAL  
THRASH  
NORMAL

### MACHAMP ♀

FIGHTING


ABILITY: GUTS  
ITEM: FOCUS BAND

LOW KICK  
FIGHTING  
BULK UP  
FIGHTING  
VITAL THROW  
FIGHTING  
FORESIGHT  
NORMAL

### URSARING ♂

NORMAL


ABILITY: GUTS  
ITEM: MENTAL HERB

LICK  
GHOST  
FAKE TEARS  
DARK  
FURY SWIPES  
NORMAL  
FAINT ATTACK  
DARK

### RHYDON ♀

GROUND-ROCK


ABILITY: ROCK HEAD  
ITEM: APICOT BERRY

STOMP  
NORMAL  
TAKE DOWN  
NORMAL  
SCARY FACE  
NORMAL  
ROCK BLAST  
ROCK

### TORKOAL ♂

FIRE


ABILITY: WHITE SMOKE  
ITEM: GANLON BERRY

FIRE SPIN  
FIRE  
CURSE  
?  
BODY SLAM  
NORMAL  
SMOKESCREEN  
NORMAL

### TROPIUS ♀

GRASS-FLYING


ABILITY: CHLOROPHYLL  
ITEM: SALAC BERRY

GUST  
FLYING  
SWEET SCENT  
NORMAL  
RAZOR LEAF  
GRASS  
BODY SLAM  
NORMAL

### BATTLE 76: SIRKO ST. PERFORMER ♀

#### SCEPTILE ♂



ABILITY: OVERGROW  
ITEM: SHELL BELL

LEAF BLADE  
SCREECH  
DRAGONBREATH  
HYPER BEAM

GRASS  
GRASS  
NORMAL  
DRAGON  
NORMAL

#### ARMALDO ♂



ABILITY: BATTLE ARMOR  
ITEM: SCOPE LENS

METAL CLAW  
SLASH  
FURY CUTTER  
ROCK BLAST

ROCK-BUG  
STEEL  
NORMAL  
BUG  
ROCK

#### GRUMPIG ♂



ABILITY: OWN TEMPO  
ITEM: SHARP BEAK

PSYBEAM  
MAGIC COAT  
PSYCH UP  
BOUNCE

PSYCHIC  
PSYCHIC  
NORMAL  
FLYING

#### EXPLOUD ♀



ABILITY: SOUNDPROOF  
ITEM: WHITE HERB

ASTONISH  
REST  
STOMP  
SLEEP TALK

NORMAL  
GHOST  
PSYCHIC  
NORMAL  
NORMAL

#### FORRETRESS ♀



ABILITY: STURDY  
ITEM: ASPEAR BERRY

RAPID SPIN  
TOXIC  
SPIKES  
PROTECT

BUG-STEEL  
NORMAL  
POISON  
GROUND  
NORMAL

#### GLALIE ♂



ABILITY: INNER FOCUS  
ITEM: MENTAL HERB

ICY WIND  
BITE  
HEADBUTT  
DOUBLE TEAM

ICE  
ICE  
DARK  
NORMAL  
NORMAL

### BATTLE 77: ZALLA RIDER ♀

#### JIRACHI



ABILITY: SERENE GRACE  
ITEM: BRIGHT POWDER

DOOM DESIRE  
PSYCHIC  
COSMIC POWER  
WISH

STEEL-PSYCHIC  
STEEL  
PSYCHIC  
PSYCHIC  
NORMAL

#### ABSOL ♂



ABILITY: PRESSURE  
ITEM: SCOPE LENS

LEER  
RAZOR WIND  
QUICK ATTACK  
FUTURE SIGHT

DARK  
NORMAL  
NORMAL  
NORMAL  
PSYCHIC

#### FLYGON ♀



ABILITY: LEVITATE  
ITEM: SOFT SAND

BITE  
FLAMETHROWER  
SAND TOMB  
FLY

GROUND-DRAGON  
DARK  
FIRE  
GROUND  
FLYING

#### KIRLIA ♂



ABILITY: TRACE  
ITEM: LUM BERRY

DOUBLE TEAM  
DREAM EATER  
HYPNOSIS  
SECRET POWER

PSYCHIC  
NORMAL  
PSYCHIC  
PSYCHIC  
NORMAL

#### MIGHTYENA ♀



ABILITY: INTIMIDATE  
ITEM: SALAC BERRY

CRUNCH  
TAKE DOWN  
TAUNT  
ODOR SLEUTH

DARK  
DARK  
NORMAL  
DARK  
NORMAL

#### DUSCLOPS ♂



ABILITY: PRESSURE  
ITEM: WHITE HERB

NIGHT SHADE  
CONFUSE RAY  
ASTONISH  
HYPER BEAM

GHOST  
GHOST  
GHOST  
GHOST  
NORMAL

### BATTLE 78: ORDO WORKER ♂

#### TYPHLOSION ♀



ABILITY: BLAZE  
ITEM: LUM BERRY

SMOKESCREEN  
SECRET POWER  
FLAME WHEEL  
DIG

FIRE  
NORMAL  
NORMAL  
FIRE  
GROUND

#### PINSIR ♂



ABILITY: HYPER CUTTER  
ITEM: PERSIM BERRY

FOCUS ENERGY  
REVENGE  
SEISMIC TOSS  
FOCUS PUNCH

BUG  
NORMAL  
FIGHTING  
FIGHTING  
FIGHTING

#### CRADILY ♀



ABILITY: SUCTION CUPS  
ITEM: WIKI BERRY

CONstrict  
INGRAIN  
ACID  
CONFUSE RAY

ROCK-GRASS  
NORMAL  
GRASS  
POISON  
GHOST

#### LUDICOLO ♂



ABILITY: RAIN DISH  
ITEM: -

FAKE OUT  
UPROAR  
THIEF  
RAIN DANCE

WATER-GRASS  
NORMAL  
NORMAL  
DARK  
WATER

#### XATU ♀



ABILITY: SYNCHRONIZE  
ITEM: CHESTO BERRY

NIGHT SHADE  
GIGA DRAIN  
FLY  
CONFUSE RAY

PSYCHIC-FLYING  
GHOST  
GRASS  
FLYING  
GHOST

#### LAIRON ♀



ABILITY: ROCK HEAD  
ITEM: SITRUS BERRY

METAL CLAW  
TAKE DOWN  
IRON DEFENSE  
METAL SOUND

STEEL-ROCK  
STEEL  
NORMAL  
STEEL  
STEEL

### BATTLE 79: JODIN LADY IN SUIT ♀

#### SWAMPERT ♂



ABILITY: TORRENT  
ITEM: MENTAL HERB

MUD SHOT  
MUDDY WATER  
TAKE DOWN  
ENDEAVOR

WATER-GROUND  
GROUND  
WATER  
NORMAL  
NORMAL

#### DONPHAN ♀



ABILITY: STURDY  
ITEM: QUICK CLAW

FLAIL  
ROLLOUT  
FURY ATTACK  
RAPID SPIN

GROUND  
NORMAL  
ROCK  
NORMAL  
NORMAL

#### MILTANK ♀



ABILITY: THICK FAT  
ITEM: SHELL BELL

STOMP  
BIDE  
MILK DRINK  
WATER PULSE

NORMAL  
NORMAL  
NORMAL  
WATER  
WATER

#### RAICHU ♂



ABILITY: STATIC  
ITEM: CHERI BERRY

SWEET KISS  
SLAM  
QUICK ATTACK  
THUNDER

ELECTRIC  
NORMAL  
NORMAL  
NORMAL  
ELECTRIC

#### BANETTE ♀



ABILITY: INSOMNIA  
ITEM: SCOPE LENS

NIGHT SHADE  
GRUDGE  
SNATCH  
FRUSTRATION

GHOST  
GHOST  
GHOST  
DARK  
NORMAL

#### PILOSWINE ♂



ABILITY: OBLIVIOUS  
ITEM: FOCUS BAND

TAKE DOWN  
MIST  
FURY ATTACK  
BLIZZARD

ICE-GROUND  
NORMAL  
ICE  
NORMAL  
ICE

### BATTLE 80: DESSA AREA LEADER ♀

#### GROUDON



ABILITY: DROUGHT  
ITEM: KING'S ROCK

ANCIENTPOWER  
EARTHQUAKE  
SLASH  
FLAMETHROWER

GROUND  
ROCK  
GROUND  
NORMAL  
FIRE

#### CASTFORM ♂



ABILITY: FORECAST  
ITEM: MYSTIC WATER

SANDSTORM  
SECRET POWER  
FACADE  
WEATHER BALL

NORMAL  
ROCK  
NORMAL  
NORMAL  
NORMAL

#### SHUCKLE ♀



ABILITY: STURDY  
ITEM: LEFTOVERS

CONstrict  
ENCORE  
WITHDRAW  
SAFEGUARD

BUG-ROCK  
NORMAL  
NORMAL  
WATER  
NORMAL

#### ELECTRODE



ABILITY: SOUNDPROOF  
ITEM: PERSIM BERRY

SONICBOOM  
THUNDER  
SPARK  
SHOCK WAVE

ELECTRIC  
NORMAL  
ELECTRIC  
ELECTRIC  
ELECTRIC

#### JUMPLUFF ♂



ABILITY: CHLOROPHYLL  
ITEM: BRIGHT POWDER

SLEEP POWDER  
COTTON SPORE  
LEECH SEED  
GIGA DRAIN

GRASS-FLYING  
GRASS  
GRASS  
GRASS  
GRASS

#### SWALOT ♀



ABILITY: STICKY HOLD  
ITEM: IAPAPA BERRY

YAWN  
ENCORE  
SLUDGE  
SNATCH

POISON  
NORMAL  
POISON  
POISON  
DARK



# AREA 9 POKé COUPON: 3,000 points

## BATTLE 81: REMAN RESEARCHER ♂

<b>CHIMECHO ♂</b>	PSYCHIC
ABILITY: LEVITATE ITEM: WHITE HERB	PSYWAVE PSYCHIC HEAL BELL SHOCK WAVE ELECTRIC

<b>WIGGLYTUFF ♀</b>	NORMAL
ABILITY: CUTE CHARM ITEM: LEFTOVERS	DEFENSE CURL SING ROLLOUT DOUBLE-EDGE NORMAL

<b>AZUMARILL ♂</b>	WATER
ABILITY: HUGE POWER ITEM: FOCUS BAND	DEFENSE CURL HYDRO PUMP ROLLOUT ATTRACT NORMAL WATER ROCK NORMAL

<b>QWILFISH ♀</b>	WATER-POISON
ABILITY: SWIFT SWIM ITEM: SCOPE LENS	RAIN DANCE SLUDGE BOMB HYDRO PUMP TAKE DOWN WATER POISON WATER NORMAL

<b>SUNFLORA ♂</b>	GRASS
ABILITY: CHLOROPHYLL ITEM: PERSIM BERRY	GROWTH LEECH SEED PETAL DANCE FLASH NORMAL GRASS GRASS NORMAL

<b>PELIPPER ♀</b>	WATER-FLYING
ABILITY: KEEN EYE ITEM: KING'S ROCK	SUPERSONIC QUICK ATTACK WING ATTACK SURF NORMAL NORMAL FLYING WATER

## BATTLE 82: FEEK BANDANA GUY ♂

<b>METANG</b>	STEEL-PSYCHIC
ABILITY: CLEAR BODY ITEM: BRIGHT POWDER	SCARY FACE PSYCHIC PURSUIT METEOR MASH NORMAL PSYCHIC DARK STEEL

<b>SEALEO ♂</b>	ICE-WATER
ABILITY: THICK FAT ITEM: SITRUS BERRY	ENCORE BLIZZARD ICE BALL SURF NORMAL ICE ICE WATER

<b>FURRET ♀</b>	NORMAL
ABILITY: KEEN EYE ITEM: CHOICE BAND	QUICK ATTACK DOUBLE-EDGE SHADOW BALL TRICK NORMAL NORMAL GHOST PSYCHIC

<b>SUDOWOODO ♀</b>	ROCK
ABILITY: STURDY ITEM: QUICK CLAW	FLAIL ROCK SLIDE LOW KICK FAINT ATTACK NORMAL ROCK FIGHTING DARK

<b>PILOSWINE ♂</b>	ICE-GROUND
ABILITY: OBLIVIOUS ITEM: SALAC BERRY	ENDURE BLIZZARD MIST EARTHQUAKE NORMAL ICE ICE GROUND

<b>MEDICHAM ♂</b>	FIGHTING-PSYCHIC
ABILITY: PURE POWER ITEM: WHITE HERB	ICE PUNCH PSYCHIC HI JUMP KICK SHADOW BALL ICE PSYCHIC FIGHTING GHOST

## BATTLE 83: AICH ROLLER BOY ♂

<b>TROPIUS ♂</b>	GRASS-FLYING
ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED	SUNNY DAY SYNTHESIS SOLARBEAM AERIAL ACE FIRE GRASS GRASS FLYING

<b>PUPITAR ♀</b>	ROCK-GROUND
ABILITY: SHED SKIN ITEM: GANLON BERRY	ROCK SLIDE CRUNCH THRASH EARTHQUAKE ROCK DARK NORMAL GROUND

<b>SHELGON ♂</b>	DRAGON
ABILITY: ROCK HEAD ITEM: SILK SCARF	CRUNCH DOUBLE-EDGE DRAGON CLAW BRICK BREAK DARK NORMAL DRAGON FIGHTING

<b>JUMPLUFF ♀</b>	FLYING-GRASS
ABILITY: CHLOROPHYLL ITEM: LEFTOVERS	SYNTHESIS LEECH SEED POISONPOWDER GIGA DRAIN GRASS GRASS POISON GRASS

<b>SANDSLASH ♂</b>	GROUND
ABILITY: SAND VEIL ITEM: KING'S ROCK	SAND-ATTACK SLASH POISON STING SAND TOMB GROUND NORMAL POISON GROUND

<b>GLIGAR ♀</b>	GROUND-FLYING
ABILITY: SAND VEIL ITEM: SOFT SAND	SAND-ATTACK EARTHQUAKE SCREECH AERIAL ACE GROUND GROUND NORMAL FLYING

## BATTLE 84: WILER GUY ♂

<b>SNEASEL ♂</b>	DARK-ICE
ABILITY: KEEN EYE ITEM: QUICK CLAW	FAINT ATTACK SLASH ICY WIND BRICK BREAK DARK NORMAL ICE FIGHTING

<b>LUNATONE</b>	ROCK-PSYCHIC
ABILITY: LEVITATE ITEM: TWISTEDSPOON	ROCK THROW COSMIC POWER HYPNOSIS PSYCHIC ROCK PSYCHIC PSYCHIC PSYCHIC

<b>SOLROCK</b>	ROCK-PSYCHIC
ABILITY: LEVITATE ITEM: HARD STONE	FIRE SPIN COSMIC POWER PSYWAVE ROCK SLIDE FIRE PSYCHIC PSYCHIC ROCK

<b>KECLEON ♂</b>	NORMAL
ABILITY: COLOR CHANGE ITEM: LUM BERRY	SKILL SWAP BRICK BREAK ANCIENTPOWER AERIAL ACE PSYCHIC FIGHTING ROCK FLYING

<b>SEVIPER ♂</b>	POISON
ABILITY: SHED SKIN ITEM: WIKI BERRY	SLUDGE BOMB HAZE FLAMETHROWER BITE POISON ICE FIRE DARK

<b>LAIRON ♂</b>	STEEL-ROCK
ABILITY: ROCK HEAD ITEM: METAL COAT	MUD-SLAP IRON TAIL ROCK TOMB DOUBLE-EDGE GROUND STEEL ROCK ROCK

## BATTLE 85: MENZON ATHLETE ♂

<b>BRELOOM ♀</b>	GRASS-FIGHTING
ABILITY: EFFECT SPORE ITEM: SHELL BELL	HEADBUTT SKY UPPERCUT COUNTER GIGA DRAIN NORMAL FIGHTING FIGHTING GRASS

<b>SEADRA ♀</b>	WATER
ABILITY: POISON POINT ITEM: SEA INCENSE	SMOKESCREEN PSYCHIC DRAGONBREATH HYDRO PUMP NORMAL PSYCHIC DRAGON WATER




<b>QUAGSIRE ♀</b>	WATER-GROUND
ABILITY: DAMP ITEM: MYSTIC WATER	MUD SHOT EARTHQUAKE AMNESIA SURF GROUND GROUND PSYCHIC WATER

<b>NOCTOWL ♀</b>	NORMAL-FLYING
ABILITY: KEEN EYE ITEM: SHARP BEAK	REFLECT TAKE DOWN CONFUSION WING ATTACK PSYCHIC NORMAL PSYCHIC FLYING







<b>VIGOROTH ♂</b>	NORMAL
ABILITY: VITAL SPIRIT ITEM: WHITE HERB	ENDURE REVERSAL SLASH SHADOW BALL NORMAL FIGHTING NORMAL GHOST

<b>MISDREAVUS ♀</b>	GHOST
ABILITY: LEVITATE ITEM: QUICK CLAW	PSYWAVE CONFUSE RAY ASTONISH PAIN SPLIT PSYCHIC GHOST GHOST NORMAL


## BATTLE 86: BERLO FUN OLD MAN ♂

<b>ESPEON ♂</b>  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE ATTRACT PSYBEAM SHADOW BALL MORNING SUN PSYCHIC NORMAL PSYCHIC GHOST NORMAL	<b>TENTACRUEL ♀</b>  ABILITY: LIQUID OOZE ITEM: LEFTOVERS WRAP DIVE SUPERSONIC SLUDGE BOMB WATER-POISON NORMAL WATER NORMAL NORMAL POISON	<b>CAMERUPT ♂</b>  ABILITY: MAGMA ARMOR ITEM: MAGO BERRY MAGNITUDE AMNESIA TAKE DOWN ERUPTION FIRE-GROUND GROUND PSYCHIC NORMAL FIRE
<b>STANTLER ♂</b>  ABILITY: INTIMIDATE ITEM: LUM BERRY ASTONISH CONFUSE RAY STOMP BITE NORMAL GHOST GHOST NORMAL DARK	<b>SEAKING ♀</b>  ABILITY: WATER VEIL ITEM: MENTAL HERB TAIL WHIP FURY ATTACK FLAIL WATERFALL WATER NORMAL NORMAL NORMAL WATER	<b>MAGCARGO ♂</b>  ABILITY: FLAME BODY ITEM: CHARCOAL AMNESIA ROCK SLIDE FLAMETHROWER SANDSTORM FIRE-ROCK PSYCHIC ROCK FIRE ROCK







## BATTLE 87: SANOL LADY ♀

<b>METAGROSS</b>  ABILITY: CLEAR BODY ITEM: BRIGHT POWDER METAL CLAW PSYCHIC PURSUIT IRON DEFENSE STEEL-PSYCHIC STEEL PSYCHIC DARK STEEL	<b>SHIFTRY ♂</b>  ABILITY: EARLY BIRD ITEM: CITRUS BERRY FAKE OUT SWAGGER FAINT ATTACK EXTRASENSORY GRASS-DARK NORMAL NORMAL DARK PSYCHIC	<b>RAICHU ♂</b>  ABILITY: STATIC ITEM: LUM BERRY CHARM FRUSTRATION THUNDER WAVE THUNDERBOLT ELECTRIC NORMAL NORMAL ELECTRIC ELECTRIC
<b>CROBAT ♀</b>  ABILITY: INNER FOCUS ITEM: FOCUS BAND MEAN LOOK WING ATTACK SLUDGE BOMB SHADOW BALL POISON-FLYING NORMAL FLYING POISON GHOST	<b>MANTINE ♀</b>  ABILITY: WATER ABSORB ITEM: MYSTIC WATER AGILITY SURF WING ATTACK CONFUSE RAY WATER-FLYING PSYCHIC FLYING WATER GHOST	<b>HITMONTOP ♂</b>  ABILITY: INTIMIDATE ITEM: BLACK BELT TRIPLE KICK QUICK ATTACK PURSUIT COUNTER FIGHTING FIGHTING NORMAL DARK FIGHTING







## BATTLE 88: REBIN RIDER ♂

<b>BLAZIKEN ♂</b>  ABILITY: BLAZE ITEM: BLACK BELT SKY UPPERCUT QUICK ATTACK BLAZE KICK SAND-ATTACK FIRE-FIGHTING FIGHTING NORMAL FIRE GROUND	<b>VILEPLUME ♀</b>  ABILITY: CHLOROPHYLL ITEM: PERSIM BERRY SLUDGE BOMB MOONLIGHT PETAL DANCE STUN SPORE GRASS-POISON POISON NORMAL GRASS GRASS	<b>LANTURN ♀</b>  ABILITY: VOLT ABSORB ITEM: LEFTOVERS SPARK TAKE DOWN CONFUSE RAY HYDRO PUMP WATER-ELECTRIC ELECTRIC NORMAL GHOST WATER
<b>GLALIE ♂</b>  ABILITY: INNER FOCUS ITEM: NEVERMELTICE ICY WIND CRUNCH HEADBUTT ICE BEAM ICE ICE DARK NORMAL ICE	<b>GRANBULL ♂</b>  ABILITY: INTIMIDATE ITEM: ASPEAR BERRY BITE ROAR BRICK BREAK SECRET POWER NORMAL NORMAL NORMAL FIGHTING NORMAL	<b>BANETTE ♀</b>  ABILITY: INSOMNIA ITEM: SPELL TAG SPITE PSYCHIC WILL-O-WISP SHADOW BALL GHOST GHOST PSYCHIC FIRE GHOST

## BATTLE 89: PERC RICH BOY ♂







<b>STARMIE</b>  ABILITY: NATURAL CURE ITEM: LEFTOVERS SURF THUNDERBOLT PSYCHIC ICE BEAM WATER-PSYCHIC WATER ELECTRIC PSYCHIC ICE	<b>HUNTAIL ♂</b>  ABILITY: SWIFT SWIM ITEM: CITRUS BERRY RAIN DANCE MUD SPORT IRON DEFENSE BATON PASS WATER WATER GROUND STEEL NORMAL	<b>GOREBYSS ♀</b>  ABILITY: SWIFT SWIM ITEM: AGUAV BERRY RAIN DANCE HYDRO PUMP AMNESIA BATON PASS WATER WATER WATER PSYCHIC NORMAL
<b>OCTILLERY ♂</b>  ABILITY: SUCTION CUPS ITEM: QUICK CLAW PSYBEAM FOCUS ENERGY OCTAZOOKA ICE BEAM WATER PSYCHIC NORMAL WATER ICE	<b>WHISCASH ♀</b>  ABILITY: OBLIVIOUS ITEM: SOFT SAND REST EARTHQUAKE SNORE FUTURE SIGHT WATER-GROUND PSYCHIC GROUND NORMAL PSYCHIC	<b>CRAWDAUNT ♂</b>  ABILITY: SHELL ARMOR ITEM: WHITE HERB KNOCK OFF SWORDS DANCE CRABHAMMER FRUSTRATION WATER-DARK DARK NORMAL WATER NORMAL

## BATTLE 90: AXLEY AREA LEADER ♂







<b>REGIROCK</b>  ABILITY: CLEAR BODY ITEM: WHITE HERB SUPERPOWER IRON DEFENSE ANCIENTPOWER EARTHQUAKE ROCK FIGHTING STEEL ROCK GROUND	<b>REGICE</b>  ABILITY: CLEAR BODY ITEM: LUM BERRY ICY WIND THUNDERBOLT ICE BEAM AMNESIA ICE ICE ELECTRIC ICE PSYCHIC	<b>REGISTEEL ♀</b>  ABILITY: CLEAR BODY ITEM: LEFTOVERS IRON DEFENSE TOXIC AMNESIA SANDSTORM STEEL STEEL POISON PSYCHIC ROCK
<b>RELICANTH ♂</b>  ABILITY: SWIFT SWIM ITEM: HARD STONE RAIN DANCE ANCIENTPOWER SURF MUD SPORT WATER-ROCK WATER ROCK WATER GROUND	<b>WAILORD ♂</b>  ABILITY: OBLIVIOUS ITEM: CHESTO BERRY WATER SPOUT WATER PULSE REST EARTHQUAKE WATER WATER PSYCHIC GROUND	<b>FLYGON ♀</b>  ABILITY: LEVITATE ITEM: BRIGHT POWDER DRAGON CLAW FLY STRENGTH DIG GROUND-DRAGON DRAGON FLYING NORMAL GROUND

# AREA 10 POKé COUPON: 5,000 points






## BATTLE 91: CRUIK COOLTRAINER ♂

<b>ENTEI</b>  ABILITY: PRESSURE ITEM: PERSIM BERRY FIRE FLAMETHROWER STOMP BITE ROAR FIRE NORMAL DARK NORMAL	<b>GOLEM</b> ♀  ABILITY: ROCK HEAD ITEM: WIKI BERRY ROCK-GROUND EARTHQUAKE ROCK SLIDE DOUBLE-EDGE FOCUS PUNCH GROUND ROCK NORMAL FIGHTING	<b>MUK</b> ♂  ABILITY: STICKY HOLD ITEM: POISON BARB POISON SCREECH SLUDGE BOMB ACID ARMOR SHADOW BALL NORMAL POISON POISON GHOST
<b>TORKOAL</b> ♂  ABILITY: WHITE SMOKE ITEM: FOCUS BAND FIRE IRON DEFENSE FLAIL AMNESIA HEAT WAVE STEEL NORMAL PSYCHIC FIRE	<b>MANECTRIC</b> ♀  ABILITY: STATIC ITEM: MAGNET ELECTRIC THUNDER WAVE THUNDERBOLT BITE QUICK ATTACK ELECTRIC ELECTRIC DARK NORMAL	<b>TENTACRUEL</b> ♂  ABILITY: CLEAR BODY ITEM: MYSTIC WATER WATER-POISON BARRIER SLUDGE BOMB SURF MIRROR COAT PSYCHIC POISON WATER PSYCHIC







## BATTLE 92: PAREL HUNTER ♂

<b>SWAMPERT</b> ♂  ABILITY: TORRENT ITEM: SCOPE LENS WATER-GROUND SURF ICE BEAM EARTHQUAKE MUD-SLAP WATER ICE GROUND GROUND	<b>ALAKAZAM</b> ♀  ABILITY: SYNCHRONIZE ITEM: TWISTED SPOON PSYCHIC PSYCHIC SHADOW BALL FIRE PUNCH REFLECT PSYCHIC GHOST FIRE PSYCHIC	<b>LUDICOLO</b> ♂  ABILITY: SWIFT SWIM ITEM: KING'S ROCK WATER-GRASS RAIN DANCE GIGA DRAIN SURF ASTONISH WATER GRASS WATER GHOST
<b>WALREIN</b> ♀  ABILITY: THICK FAT ITEM: IAPAPA BERRY ICE-WATER ENCORE SURF BODY SLAM ICE BEAM NORMAL WATER NORMAL ICE	<b>GOLDUCK</b> ♂  ABILITY: DAMP ITEM: LAX INCENSE WATER SURF ICE BEAM PSYCHIC PSYCH UP WATER ICE PSYCHIC NORMAL	<b>EXPLOUD</b> ♀  ABILITY: SOUNDPROOF ITEM: SILK SCARF NORMAL STOMP ROAR HYPER BEAM HYPER VOICE NORMAL NORMAL NORMAL NORMAL







## BATTLE 93: NOMOL ATHLETE ♀

<b>RAIKOU</b>  ABILITY: PRESSURE ITEM: MAGNET ELECTRIC BITE QUICK ATTACK ROAR THUNDERBOLT DARK NORMAL NORMAL ELECTRIC	<b>NINETALES</b> ♀  ABILITY: FLASH FIRE ITEM: WHITE HERB FIRE QUICK ATTACK OVERHEAT WILL-O-WISP FAINT ATTACK NORMAL FIRE FIRE DARK	<b>WEEZING</b> ♀  ABILITY: LEVITATE ITEM: POISON BARB POISON SMOKE SCREEN SHADOW BALL SLUDGE BOMB MEMENTO NORMAL GHOST POISON DARK
<b>SHUCKLE</b> ♀  ABILITY: STURDY ITEM: LAX INCENSE BUG-ROCK TOXIC DOUBLE TEAM WRAP REST POISON NORMAL NORMAL PSYCHIC	<b>ARMALDO</b> ♂  ABILITY: BATTLE ARMOR ITEM: SCOPE LENS ROCK-BUG ANCIENT POWER FURY CUTTER SLASH SWORDS DANCE ROCK NORMAL BUG NORMAL	<b>XATU</b> ♂  ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER PSYCHIC-FLYING CONFUSE RAY AERIAL ACE PSYCHIC SHADOW BALL GHOST FLYING PSYCHIC GHOST

## BATTLE 94: DESOR FUN OLD LADY ♀







<b>MEGANIUM</b> ♂  ABILITY: OVERGROW ITEM: SITRUS BERRY GRASS BODY SLAM RAZOR LEAF LIGHT SCREEN COUNTER NORMAL GRASS PSYCHIC FIGHTING	<b>TYPHLOSION</b> ♂  ABILITY: BLAZE ITEM: FOCUS BAND FIRE QUICK ATTACK FLAMETHROWER AERIAL ACE REVERSAL NORMAL FIRE FLYING FIGHTING	<b>FERALIGATR</b> ♂  ABILITY: TORRENT ITEM: SCOPE LENS WATER SLASH CRUNCH SURF DRAGON CLAW NORMAL DARK WATER DRAGON
<b>ESPEON</b> ♂  ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER PSYCHIC SHADOW BALL PSYCH UP SWIFT PSYCHIC GHOST NORMAL NORMAL PSYCHIC	<b>UMBREON</b> ♂  ABILITY: SYNCHRONIZE ITEM: LEFTOVERS DARK TOXIC DIG CONFUSE RAY FAINT ATTACK POISON GROUND GHOST DARK	<b>PINSIR</b> ♀  ABILITY: HYPER CUTTER ITEM: LUM BERRY BUG BRICK BREAK FAINT ATTACK SWORDS DANCE HYPER BEAM FIGHTING DARK NORMAL NORMAL

## BATTLE 95: ELDAN GLASSES MAN ♂






<b>LATIAS</b> ♀  ABILITY: LEVITATE ITEM: LUM BERRY DRAGON-PSYCHIC DRAGON CLAW RECOVER MIST BALL CHARM DRAGON NORMAL PSYCHIC NORMAL	<b>URSARING</b> ♂  ABILITY: GUTS ITEM: WHITE HERB NORMAL EARTHQUAKE REST FRUSTRATION SNORE GROUND PSYCHIC NORMAL NORMAL	<b>HOUNDOOM</b> ♀  ABILITY: EARLY BIRD ITEM: PETAYA BERRY DARK-FIRE SUNNY DAY SOLARBEAM FLAMETHROWER CRUNCH FIRE GRASS FIRE DARK
<b>MILTANK</b> ♀  ABILITY: THICK FAT ITEM: KING'S ROCK NORMAL EARTHQUAKE STOMP BODY SLAM MILK DRINK GROUND NORMAL NORMAL NORMAL	<b>ELECTRODE</b>  ABILITY: STATIC ITEM: MAGNET ELECTRIC LIGHT SCREEN MIRROR COAT SWIFT THUNDERBOLT PSYCHIC PSYCHIC NORMAL ELECTRIC	<b>GYARADOS</b> ♂  ABILITY: INTIMIDATE ITEM: FOCUS BAND WATER-FLYING DRAGON DANCE HYDRO PUMP FRUSTRATION FLAIL DRAGON WATER NORMAL NORMAL









## BATTLE 96: ELDORA BODYBUILDER ♀

<b>SUICUNE</b>  ABILITY: PRESSURE ITEM: BRIGHT POWDER CALM MIND ICE BEAM SURF ROAR WATER PSYCHIC ICE WATER NORMAL	<b>AMPHAROS ♀</b>  ABILITY: STATIC ITEM: MAGNET THUNDER WAVE ATTRACT THUNDERBOLT SECRET POWER ELECTRIC ELECTRIC NORMAL ELECTRIC NORMAL	<b>CLAYDOL</b>  ABILITY: LEVITATE ITEM: LIECHI BERRY ANCIENTPOWER EARTHQUAKE COSMIC POWER PSYCHIC ROCK GROUND PSYCHIC PSYCHIC
<b>STANTLER ♂</b>  ABILITY: INTIMIDATE ITEM: LAX INCENSE SWAGGER FRUSTRATION PSYCH UP SHADOW BALL NORMAL NORMAL NORMAL GHOST	<b>PORYGON2</b>  ABILITY: TRACE ITEM: SCOPE LENS AGILITY THUNDERBOLT TRI ATTACK PSYCHIC PSYCHIC ELECTRIC NORMAL PSYCHIC	<b>DONPHAN ♀</b>  ABILITY: STURDY ITEM: FOCUS BAND EARTHQUAKE FLAIL ANCIENTPOWER ROAR GROUND NORMAL ROCK NORMAL

## BATTLE 97: LISAN HUNTER ♀

<b>METAGROSS</b>  ABILITY: CLEAR BODY ITEM: METAL COAT PSYCHIC IRON DEFENSE METEOR MASH SHADOW BALL STEEL-PSYCHIC PSYCHIC STEEL STEEL GHOST	<b>CRADILY ♂</b>  ABILITY: SUCTION CUPS ITEM: HARD STONE ANCIENTPOWER BARRIER AMNESIA GIGA DRAIN ROCK-GRASS ROCK PSYCHIC PSYCHIC GRASS	<b>MACHAMP ♂</b>  ABILITY: GUTS ITEM: BLACK BELT SEISMIC TOSS CROSS CHOP REVENGE BULK UP FIGHTING FIGHTING FIGHTING FIGHTING
<b>SKARMORY ♀</b>  ABILITY: KEEN EYE ITEM: SHARP BEAK AGILITY DRILL PECK STEEL WING FRUSTRATION STEEL-FLYING PSYCHIC FLYING STEEL NORMAL	<b>RHYDON ♀</b>  ABILITY: LIGHTNINGROD ITEM: SOFT SAND ROCK BLAST MEGAHORN EARTHQUAKE HYPER BEAM GROUND-ROCK ROCK BUG GROUND NORMAL	<b>HARIYAMA ♂</b>  ABILITY: GUTS ITEM: CHESTO BERRY FAKE OUT REST BELLY DRUM REVENGE FIGHTING NORMAL PSYCHIC NORMAL FIGHTING







## BATTLE 98: MASSI TEACHER ♀

<b>LATIOS ♂</b>  ABILITY: LEVITATE ITEM: TWISTEDSPOON LUSTER PURGE EARTHQUAKE DRAGON CLAW MEMENTO DRAGON-PSYCHIC PSYCHIC GROUND DRAGON DARK	<b>KINGDRA ♀</b>  ABILITY: SWIFT SWIM ITEM: CHESTO BERRY RAIN DANCE ICE BEAM SURF REST WATER-DRAGON WATER ICE WATER PSYCHIC	<b>FLYGON ♂</b>  ABILITY: LEVITATE ITEM: SOFT SAND EARTHQUAKE CRUNCH DRAGON CLAW FLAMETHROWER GROUND-DRAGON GROUND DARK DRAGON FIRE
<b>ALTARIA ♀</b>  ABILITY: NATURAL CURE ITEM: DRAGON FANG AGILITY FLAMETHROWER DRAGON CLAW AERIAL ACE DRAGON-FLYING PSYCHIC FIRE DRAGON FLYING	<b>SALAMENCE ♂</b>  ABILITY: INTIMIDATE ITEM: LIECHI BERRY DRAGON DANCE AERIAL ACE DRAGON CLAW EARTHQUAKE DRAGON-FLYING DRAGON FLYING DRAGON GROUND	<b>SCEPTILE ♀</b>  ABILITY: OVERGROW ITEM: SCOPE LENS LEAF BLADE CRUNCH DRAGON CLAW HIDDEN POWER GRASS GRASS DARK DRAGON NORMAL

## BATTLE 99: TYNAN COOLTRAINER ♀

<b>HERACROSS ♀</b>  ABILITY: SWARM ITEM: SALAC BERRY EARTHQUAKE ENDURE MEGAHORN REVERSAL BUG-FIGHTING GROUND NORMAL BUG FIGHTING	<b>WOBBUFFET ♂</b>  ABILITY: SHADOW TAG ITEM: FIGY BERRY COUNTER ENCORE MIRROR COAT DESTINY BOND PSYCHIC FIGHTING NORMAL PSYCHIC GHOST	<b>MILOTIC ♀</b>  ABILITY: MARVEL SCALE ITEM: LEFTOVERS SURF RECOVER ICE BEAM ATTRACT WATER WATER NORMAL ICE NORMAL
<b>DODRIO ♂</b>  ABILITY: EARLY BIRD ITEM: SCOPE LENS TRI ATTACK QUICK ATTACK DRILL PECK FACADE NORMAL-FLYING NORMAL NORMAL FLYING NORMAL	<b>CACTURNE ♀</b>  ABILITY: SAND VEIL ITEM: BRIGHT POWDER SANDSTORM SAND-ATTACK LEECH SEED FAINT ATTACK GRASS-DARK ROCK GROUND GRASS DARK	<b>SABLEYE ♂</b>  ABILITY: KEEN EYE ITEM: LUM BERRY CONFUSE RAY BRICK BREAK SHADOW BALL RECOVER DARK-GHOST GHOST FIGHTING GHOST NORMAL

## BATTLE 100: INFIN MT.BTLMMASTER ♂

<b>GARDEVOIR ♂</b>  ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER DESTINY BOND PSYCHIC CALM MIND THUNDERBOLT PSYCHIC GHOST PSYCHIC PSYCHIC ELECTRIC	<b>ALTARIA ♀</b>  ABILITY: NATURAL CURE ITEM: CITRUS BERRY DRAGON DANCE EARTHQUAKE DRAGON CLAW AERIAL ACE DRAGON-FLYING DRAGON GROUND DRAGON FLYING	<b>KYOGRE</b>  ABILITY: DRIZZLE ITEM: FOCUS BAND BODY SLAM ICE BEAM CALM MIND HYDRO PUMP WATER NORMAL ICE PSYCHIC WATER
<b>CROBAT ♀</b>  ABILITY: INNER FOCUS ITEM: SCOPE LENS CONFUSE RAY SLUDGE BOMB AIR CUTTER HIDDEN POWER POISON-FLYING GHOST POISON FLYING NORMAL	<b>MAGNETON</b>  ABILITY: STURDY ITEM: LEFTOVERS THUNDER WAVE TRI ATTACK THUNDERBOLT HIDDEN POWER ELECTRIC-STEEL ELECTRIC NORMAL ELECTRIC NORMAL	<b>AGGRON ♂</b>  ABILITY: ROCK HEAD ITEM: SALAC BERRY DOUBLE-EDGE ROCK TOMB EARTHQUAKE IRON TAIL STEEL-ROCK NORMAL ROCK GROUND STEEL



# MT. BATTLE: DOUBLE BATTLE

All climbs up Mt. Battle have similar highs and lows (see page 94 for the basics). But the Double Battle challenge has 100 different Trainers—all ready to sling combos. Prepare for some tough contests.

## STRATEGY FOR ALL SEASONS

In the Double Battle challenge, you'll need to pass 100 Trainers with a single team as you brave each of the 10-Trainer areas, just as in the Single Battle challenge. Though Double Battle Trainers won't have Pokémon with held items until later than Single Battle Trainers do, they will use very strong moves earlier. And, of course, their teams are set up to put out partners that can set up combos quickly. For example, when both opposing Pokémon hit the field, one may immediately use Rain Dance to summon a rainstorm, then its partner will strike with Water-type attacks, which have raised power in the rain. (See page 13 for more examples.) Plan your sidekick strategy carefully.



Single Battles are often ruled by brute force, but Double Battles are far more cerebral. You'll constantly need to think about the potential combos that your opponent is setting up every time he has one of his Pokémon use a move.

AREA	BATTLE	DIFFICULTY	MOVE	HELD ITEM	KIND OF ITEM
1	1-10	NORMAL	NORMAL	NOT USED	—
2	11-20	NORMAL	NORMAL	NOT USED	—
3	21-30	NORMAL	NORMAL	USED RARELY	—
4	31-40	NORMAL	NORMAL	USED RARELY	—
5	41-50	STRONG	NORMAL	USED RARELY	—
6	51-60	STRONG	STRONG	ALL	VARIOUS
7	61-70	STRONG	STRONG	ALL	VARIOUS
8	71-80	STRONG	VERY STRONG	ALL	VARIOUS
9	81-90	VERY STRONG	VERY STRONG	ALL	VARIOUS
10	91-100	VERY STRONG	VERY STRONG	ALL	VARIOUS

## QUICK TIPS FOR DOUBLE BATTLES

### BACK-TO-BACK DEFENSE

Exploit moves that increase the defensive power of both of your onfield Pokémon, such as Reflect, which decreases the damage from physical attacks to each of your battlers. Your opponent will often do the same, so come equipped with countermoves like Brick Break, which shatters the Reflect effect.

### RIDE (OR RUIN) COMBOS IN PLAY

If you suspect that your foe is setting up a combo, consider which moves your Pokémon have that will benefit from (or build upon) the combo—or, if not, will sabotage its completion. For example, if your opponent uses Sunny Day, which amps up Fire-type attacks, and your Pokémon have some, turn the good weather to your advantage. If your Pokémon don't have Fire-type attacks, change the weather with a move like Rain Dance before your foe's Fire-types walk all over your team.

### TWICE THE AGGRESSION

The moves listed below unleash pain on both defenders in a Double Battle—vital for the Mt. Battle ascent. Some moves (see pages 166-172) engulf the attacker's *partner* additionally, so plan your sidekicks carefully. For example, Flying-types are good partners for Pokémon that use Earthquake—they're immune to Ground-type attacks.

MOVE	TYPE	BA	AC	PP
ACID	PSN	40	100	30
AIR CUTTER	FLY	55	95	25
BLIZZARD	ICE	120	70	5
BUBBLE	WTR	20	100	30
ERUPTION	FIRE	150	100	5
GROWL	NRM	-	100	40
HEAT WAVE	FIRE	100	90	10
HYPER VOICE	NRM	90	100	10
ICY WIND	ICE	55	95	15
IMPRISON	PSY	-	100	10
LEER	NRM	-	100	30
MUDDY WATER	WTR	95	85	10

MOVE	TYPE	BA	AC	PP
POWDER SNOW	ICE	40	100	25
RAZOR LEAF	GRS	55	95	25
RAZOR WIND	NRM	80	100	10
ROCK SLIDE	RCK	75	90	10
STRING SHOT	BUG	-	95	40
SURF	WTR	95	100	15
SWEET SCENT	NRM	-	100	20
SWIFT	NRM	60	-	20
TAIL WHIP	NRM	-	100	30
TWISTER	DRG	40	100	20
WATER SPOUT	WTR	150	100	5




# AREA 1

POKé COUPON: 50 points


## BATTLE 1: BROT RICH BOY♂

<b>POOCHYENA ♂</b>	<b>DARK</b>
	ABILITY: RUN AWAY ITEM: — TACKLE ROAR THIEF YAWN NORMAL NORMAL DARK NORMAL

<b>PINECO ♀</b>	<b>BUG</b>
	ABILITY: STURDY ITEM: — SPIKES TOXIC RAPID SPIN PIN MISSILE GROUND POISON NORMAL BUG

<b>SWINUB ♀</b>	<b>ICE-GROUND</b>
	ABILITY: OBLIVIOUS ITEM: — AMNESIA ROAR POWDER SNOW ROCK SMASH PSYCHIC NORMAL ICE FIGHTING


<b>SANDSHREW ♂</b>	<b>GROUND</b>
	ABILITY: SAND VEIL ITEM: — SANDSTORM SCRATCH DEFENSE CURL FURY SWIPES ROCK NORMAL NORMAL NORMAL

<b>SLAKOTH ♀</b>	<b>NORMAL</b>
	ABILITY: TRUANT ITEM: — YAWN SNORE REST TOXIC NORMAL NORMAL PSYCHIC POISON

<b>MAREEP ♀</b>	<b>ELECTRIC</b>
	ABILITY: STATIC ITEM: — GROWL COTTON SPORE TACKLE THUNDERSHOCK NORMAL GRASS NORMAL ELECTRIC


## BATTLE 2: KEEDA TEACHER ♀


<b>RALTS ♀</b>	<b>PSYCHIC</b>
	ABILITY: TRACE ITEM: — REFLECT CONFUSION DREAM EATER CALM MIND PSYCHIC PSYCHIC PSYCHIC PSYCHIC

<b>SHROOMISH ♂</b>	<b>GRASS</b>
	ABILITY: EFFECT SPORE ITEM: — SPORE BULLET SEED ABSORB TACKLE GRASS GRASS GRASS NORMAL


<b>SENTRET ♂</b>	<b>NORMAL</b>
	ABILITY: KEEN EYE ITEM: — REST AMNESIA DEFENSE CURL ASSIST PSYCHIC PSYCHIC NORMAL NORMAL

<b>VULPIX ♀</b>	<b>FIRE</b>
	ABILITY: FLASH FIRE ITEM: — QUICK ATTACK ATTRACT EMBER WILL-O-WISP NORMAL NORMAL FIRE FIRE

<b>DUSKULL ♀</b>	<b>GHOST</b>
	ABILITY: LEVITATE ITEM: — CONFUSE RAY DISABLE ASTONISH CURSE GHOST NORMAL GHOST ?

<b>SPINARAK ♂</b>	<b>BUG-POISON</b>
	ABILITY: INSOMNIA ITEM: — POISON STING SPIDER WEB NIGHT SHADE LEECH LIFE POISON BUG GHOST BUG


## BATTLE 3: FOLER GUY ♂

<b>MAGIKARP ♂</b>	<b>WATER</b>
	ABILITY: SWIFT SWIM ITEM: — SPLASH FLAIL NORMAL NORMAL

<b>FEEBAS ♂</b>	<b>WATER</b>
	ABILITY: SWIFT SWIM ITEM: — SPLASH MIRROR COAT NORMAL PSYCHIC


<b>AZURILL ♀</b>	<b>NORMAL</b>
	ABILITY: THICK FAT ITEM: — SPLASH BUBBLE CHARM NORMAL WATER NORMAL

<b>SPOINK ♀</b>	<b>PSYCHIC</b>
	ABILITY: OWN TEMPO ITEM: — SPLASH MAGIC COAT NORMAL-PSYCHIC


<b>HOPPIP ♀</b>	<b>GRASS-FLYING</b>
	ABILITY: CHLOROPHYLL ITEM: — SPLASH SLEEP POWDER SYNTHESIS NORMAL GRASS GRASS

<b>WYNAUT ♂</b>	<b>PSYCHIC</b>
	ABILITY: SHADOW TAG ITEM: — SPLASH COUNTER DESTINY BOND MIRROR COAT NORMAL FIGHTING GHOST PSYCHIC


## BATTLE 4: PASHA ATHLETE ♀

<b>WHISMUR ♂</b>	<b>NORMAL</b>
	ABILITY: SOUNDPROOF ITEM: — SUPERSONIC SCREECH ASTONISH POUND NORMAL NORMAL GHOST NORMAL

<b>SHUPPET ♀</b>	<b>GHOST</b>
	ABILITY: INSOMNIA ITEM: — WILL-O-WISP DESTINY BOND ASTONISH KNOCK OFF FIRE GHOST GHOST DARK

<b>SLUGMA ♂</b>	<b>FIRE</b>
	ABILITY: MAGMA ARMOR ITEM: — ROCK SMASH LIGHT SCREEN EMBER SMOG FIGHTING PSYCHIC FIRE POISON

<b>NINCADA ♀</b>	<b>BUG-GROUND</b>
	ABILITY: COMPOUNDEYES ITEM: — SUNNY DAY METAL CLAW GUST MUD-SLAP FIRE STEEL FLYING GROUND

<b>BARBOACH ♂</b>	<b>WATER-GROUND</b>
	ABILITY: OBLIVIOUS ITEM: — MUD-SLAP FUTURE SIGHT WATER GUN AMNESIA GROUND PSYCHIC WATER PSYCHIC

<b>MEDITITE ♀</b>	<b>FIGHTING-PSYCHIC</b>
	ABILITY: PURE POWER ITEM: — MEDITATE REVERSAL HIDDEN POWER FAKE OUT PSYCHIC FIGHTING NORMAL NORMAL

## BATTLE 5: BAYEL GLASSES MAN ♂

<b>PICHU ♂</b>	<b>ELECTRIC</b>
	ABILITY: STATIC ITEM: — THUNDER WAVE SWEET KISS THUNDERSHOCK DOUBLES LAP ELECTRIC NORMAL ELECTRIC NORMAL

<b>BALTOY</b>	<b>GROUND-PSYCHIC</b>
	ABILITY: LEVITATE ITEM: — MUD-SLAP SKILL SWAP COSMIC POWER RAPID SPIN GROUND PSYCHIC PSYCHIC NORMAL

<b>LOTAD ♀</b>	<b>WATER-GRASS</b>
	ABILITY: RAIN DISH ITEM: — WATER GUN GROWL MEGA DRAIN MIST WATER NORMAL GRASS ICE

<b>SNUBBULL ♂</b>	<b>NORMAL</b>
	ABILITY: INTIMIDATE ITEM: — RAGE CHARM BITE LICK NORMAL NORMAL DARK GHOST

<b>LEDYBA ♂</b>	<b>BUG-FLYING</b>
	ABILITY: SWARM ITEM: — SUPERSONIC FLASH THIEF COMET PUNCH NORMAL NORMAL DARK NORMAL

<b>MARILL ♂</b>	<b>WATER</b>
	ABILITY: HUGE POWER ITEM: — ROLLOUT WATER GUN LIGHT SCREEN DEFENSE CURL ROCK WATER PSYCHIC NORMAL



### BATTLE 6: MAYME RIDER ♀

#### SUNKERN ♀



ABILITY: CHLOROPHYLL  
ITEM: —

SYNTHESIS  
LEECH SEED  
GROWTH  
SOLARBEAM

GRASS  
GRASS  
NORMAL  
GRASS

#### TOGEPI ♂



ABILITY: HUSTLE  
ITEM: —

YAWN  
SUNNY DAY  
FOLLOW ME  
PECK

NORMAL  
NORMAL  
FIRE  
NORMAL  
FLYING

#### WURMPLE ♂



ABILITY: SHIELD DUST  
ITEM: —

STRING SHOT  
TACKLE  
POISON STING

BUG  
BUG  
NORMAL  
POISON

#### ARON ♂



ABILITY: ROCK HEAD  
ITEM: —

PROTECT  
TOXIC  
TACKLE  
MUD-SLAP

STEEL-ROCK  
NORMAL  
POISON  
NORMAL  
GROUND

#### SHEDINJA



ABILITY: WONDER GUARD  
ITEM: —

SCRATCH  
METAL CLAW  
LEECH LIFE  
GRUDGE

BUG-GHOST  
NORMAL  
STEEL  
BUG  
GHOST

#### MAKUHITA ♀



ABILITY: GUTS  
ITEM: —

FAKE OUT  
ARM THRUST  
TACKLE  
KNOCK OFF

FIGHTING  
NORMAL  
FIGHTING  
NORMAL  
DARK

### BATTLE 7: SHADD COOLTRAINER ♂

#### SKITTY ♀



ABILITY: CUTE CHARM  
ITEM: —

HELPING HAND  
COVET  
ASSIST  
GROWL

NORMAL  
NORMAL  
NORMAL  
NORMAL

#### JIGGLYPUFF ♀



ABILITY: CUTE CHARM  
ITEM: —

SING  
FAKE TEARS  
POUND  
DOUBLES LAP

NORMAL  
NORMAL  
DARK  
NORMAL  
NORMAL

#### KIRLIA ♀



ABILITY: SYNCHRONIZE  
ITEM: —

DOUBLE TEAM  
THIEF  
CALM MIND  
FUTURE SIGHT

PSYCHIC  
NORMAL  
DARK  
PSYCHIC  
PSYCHIC

#### SURSKIT ♀



ABILITY: SWIFT SWIM  
ITEM: —

QUICK ATTACK  
TOXIC  
BUBBLE  
ATTRACT

BUG-WATER  
NORMAL  
POISON  
WATER  
NORMAL

#### TRAPINCH ♀



ABILITY: HYPER CUTTER  
ITEM: —

SAND-ATTACK  
GUST  
BITE  
SAND TOMB

GROUND  
GROUND  
FLYING  
DARK  
GROUND

#### ZIGZAGOON ♂



ABILITY: PICKUP  
ITEM: —

TACKLE  
TAIL WHIP  
MUD SPORT  
PURSUIT

NORMAL  
NORMAL  
NORMAL  
GROUND  
DARK

### BATTLE 8: SCHERLA ST. PERFORMER ♀

#### BELDUM



ABILITY: CLEAR BODY  
ITEM: —

TAKE DOWN

STEEL-PSYCHIC  
NORMAL

#### MACHOP ♂



ABILITY: GUTS  
ITEM: —

BULK UP  
LOW KICK  
ROCK SMASH  
SCARY FACE

FIGHTING  
FIGHTING  
FIGHTING  
FIGHTING  
NORMAL

#### ELECTRIKE ♂



ABILITY: LIGHTNING ROD  
ITEM: —

THUNDER WAVE  
LEER  
QUICK ATTACK  
UPROAR

ELECTRIC  
NORMAL  
NORMAL  
NORMAL

#### HORSEA ♂



ABILITY: SWIFT SWIM  
ITEM: —

SMOKESCREEN  
TWISTER  
AGILITY  
DIVE

WATER  
NORMAL  
DRAGON  
PSYCHIC  
WATER

#### SNORUNT ♂



ABILITY: INNER FOCUS  
ITEM: —

LEER  
LIGHT SCREEN  
POWDER SNOW  
BITE

ICE  
NORMAL  
PSYCHIC  
ICE  
DARK

#### NUMEL ♂



ABILITY: OBLIVIOUS  
ITEM: —

ROLLOUT  
ROCK SMASH  
GROWL  
FOCUS ENERGY

FIRE-GROUND  
ROCK  
FIGHTING  
NORMAL  
NORMAL

### BATTLE 9: DELAV BANDANA GUY ♂

#### CLAMPERL ♀



ABILITY: SHELL ARMOR  
ITEM: —

CLAMP  
SUPERSONIC  
WHIRLPOOL  
IRON DEFENSE

WATER  
WATER  
NORMAL  
WATER  
STEEL

#### MAGNETON



ABILITY: MAGNET PULL  
ITEM: —

METAL SOUND  
FLASH  
THUNDERSHOCK  
SONICBOOM

ELECTRIC-STEEL  
STEEL  
NORMAL  
ELECTRIC  
NORMAL

#### SEEDOT ♀



ABILITY: EARLY BIRD  
ITEM: —

QUICK ATTACK  
SYNTHESIS  
NATURE POWER  
SUNNY DAY

GRASS  
NORMAL  
GRASS  
NORMAL  
FIRE

#### IGGLYBUFF ♀



ABILITY: CUTE CHARM  
ITEM: —

DIG  
FLASH  
POUND  
CHARM

NORMAL  
GROUND  
NORMAL  
NORMAL  
NORMAL

#### KOFFING ♂



ABILITY: LEVITATE  
ITEM: —

SMOG  
DESTINY BOND  
SCREECH  
TACKLE

POISON  
POISON  
GHOST  
NORMAL  
NORMAL

#### GEODUDE ♀



ABILITY: ROCK HEAD  
ITEM: —

DEFENSE CURL  
ROLLOUT  
ROCK SMASH  
BLOCK

ROCK-GROUND  
NORMAL  
ROCK  
FIGHTING  
NORMAL

### BATTLE 10: ELION AREA LEADER ♀

#### ZUBAT ♀



ABILITY: INNER FOCUS  
ITEM: —

SUPERSONIC  
LEECH LIFE  
BITE  
ASTONISH

POISON-FLYING  
NORMAL  
BUG  
DARK  
GHOST

#### DODUO ♂



ABILITY: EARLY BIRD  
ITEM: —

PECK  
PURSUIT  
GROWL  
AGILITY

NORMAL-FLYING  
FLYING  
DARK  
NORMAL  
PSYCHIC

#### HOOTHOOT ♀



ABILITY: KEEN EYE  
ITEM: —

FORESIGHT  
HYPNOSIS  
FLASH  
DREAM EATER

NORMAL-FLYING  
NORMAL  
PSYCHIC  
NORMAL  
PSYCHIC

#### SWABLU ♂



ABILITY: NATURAL CURE  
ITEM: —

PURSUIT  
MIRROR MOVE  
SING  
FURY ATTACK

NORMAL-FLYING  
DARK  
FLYING  
NORMAL  
NORMAL

#### TAILLOW ♂



ABILITY: GUTS  
ITEM: —

QUICK ATTACK  
DOUBLE TEAM  
PECK  
SUPERSONIC

NORMAL-FLYING  
NORMAL  
NORMAL  
FLYING  
NORMAL

#### WINGULL ♀



ABILITY: KEEN EYE  
ITEM: —







TWISTER  
WATER GUN  
GROWL  
SUPERSONIC

WATER-FLYING  
DRAGON  
WATER  
NORMAL  
NORMAL







# AREA 2

## POKé COUPON: 100 points

### BATTLE 11: NEMI LADY ♀

<b>SILCOON ♂</b>  ABILITY: SHED SKIN ITEM: —	<b>HARDEN</b> TACKLE NORMAL NORMAL	BUG
<b>ILLUMISE ♀</b>  ABILITY: OBLIVIOUS ITEM: —	<b>QUICK ATTACK</b> CHARM HELPING HAND MOONLIGHT NORMAL NORMAL NORMAL NORMAL	BUG
<b>CASCOON ♀</b>  ABILITY: SHED SKIN ITEM: —	<b>HARDEN</b> POISON STING NORMAL POISON	BUG
<b>PLUSLE ♀</b>  ABILITY: PLUS ITEM: —	<b>QUICK ATTACK</b> BATON PASS SUBSTITUTE FAKE TEARS NORMAL NORMAL NORMAL DARK	ELECTRIC
<b>VOLBEAT ♂</b>  ABILITY: SWARM ITEM: —	<b>GIGA DRAIN</b> TAIL GLOW HELPING HAND MOONLIGHT GRASS BUG NORMAL NORMAL	BUG
<b>MINUN ♂</b>  ABILITY: MINUS ITEM: —	<b>QUICK ATTACK</b> AGILITY BATON PASS CHARM NORMAL PSYCHIC NORMAL NORMAL	ELECTRIC

### BATTLE 12: KELVOR FUN OLD MAN ♂

<b>SPHEAL ♀</b>  ABILITY: THICK FAT ITEM: —	<b>STOCKPILE</b> SPIT UP SWALLOW NORMAL NORMAL NORMAL	ICE-WATER
<b>LILEEP ♂</b>  ABILITY: SUCTION CUPS ITEM: —	<b>STOCKPILE</b> MIRROR COAT SWALLOW SPIT UP NORMAL PSYCHIC NORMAL NORMAL	ROCK-GRASS
<b>GULPIN ♂</b>  ABILITY: STICKY HOLD ITEM: —	<b>STOCKPILE</b> SPIT UP SWALLOW NORMAL NORMAL NORMAL	POISON
<b>WOOPER ♀</b>  ABILITY: WATER ABSORB ITEM: —	<b>STOCKPILE</b> SPIT UP SWALLOW YAWN NORMAL NORMAL NORMAL NORMAL	WATER-GROUND
<b>MAWILE ♀</b>  ABILITY: INTIMIDATE ITEM: —	<b>STOCKPILE</b> SANDSTORM SPIT UP FAKE TEARS NORMAL ROCK NORMAL DARK	STEEL
<b>PELIPPER ♂</b>  ABILITY: KEEN EYE ITEM: —	<b>STOCKPILE</b> SPIT UP SWALLOW NORMAL NORMAL NORMAL	WATER-FLYING







### BATTLE 13: VARIAN ATHLETE ♂

<b>PIKACHU ♀</b>  ABILITY: STATIC ITEM: —	<b>THUNDERSHOCK</b> REVERSAL LIGHT SCREEN THUNDER WAVE ELECTRIC FIGHTING PSYCHIC ELECTRIC	ELECTRIC
<b>LARVITAR ♂</b>  ABILITY: GUTS ITEM: —	<b>BITE</b> ATTRACT ROCK SMASH LEER DARK NORMAL FIGHTING NORMAL	ROCK-GROUND
<b>PSYDUCK ♂</b>  ABILITY: DAMP ITEM: —	<b>SCREECH</b> FURY SWIPES PSYBEAM DISABLE NORMAL NORMAL PSYCHIC NORMAL	WATER
<b>MUDKIP ♀</b>  ABILITY: TORRENT ITEM: —	<b>MUD-SLAP</b> GROWL WATER GUN STOMP GROUND NORMAL WATER NORMAL	WATER
<b>TREECKO ♀</b>  ABILITY: OVERGROW ITEM: —	<b>MEGA DRAIN</b> PURSUIT DETECT DRAGONBREATH GRASS DARK FIGHTING DRAGON	GRASS
<b>TORCHIC ♂</b>  ABILITY: BLAZE ITEM: —	<b>FIRE SPIN</b> SCRATCH SAND-ATTACK SWAGGER FIRE NORMAL GROUND NORMAL	FIRE

### BATTLE 14: WENDO RIDER ♂


<b>ODDISH ♀</b>  ABILITY: CHLOROPHYLL ITEM: —	<b>RAZOR LEAF</b> POISONPOWDER CUT ACID GRASS POISON NORMAL POISON	GRASS-POISON
<b>CHIKORITA ♂</b>  ABILITY: OVERGROW ITEM: —	<b>RAZOR LEAF</b> REFLECT GRASSWHISTLE BULLET SEED GRASS PSYCHIC GRASS GRASS	GRASS
<b>TEDDIURSA ♂</b>  ABILITY: PICKUP ITEM: —	<b>LICK</b> REST SLEEP TALK SCRATCH GHOST PSYCHIC NORMAL NORMAL	NORMAL
<b>TOTODILE ♀</b>  ABILITY: TORRENT ITEM: —	<b>BITE</b> WATER GUN RAGE MUD SPORT DARK WATER NORMAL GROUND	WATER
<b>PHANPY ♀</b>  ABILITY: PICKUP ITEM: —	<b>FLAIL</b> TACKLE SUNNY DAY ODOR SLEUTH NORMAL NORMAL FIRE NORMAL	GROUND
<b>CYNDQUIL ♂</b>  ABILITY: BLAZE ITEM: —	<b>SMOKESCREEN</b> FLAME WHEEL SWIFT HOWL NORMAL FIRE NORMAL NORMAL	FIRE

### BATTLE 15: KARDEN FUN OLD LADY ♀

<b>BAGON ♂</b>  ABILITY: ROCK HEAD ITEM: —	<b>DRAGON RAGE</b> SCARY FACE BITE TOXIC DRAGON NORMAL DARK POISON	DRAGON
<b>GRIMER ♂</b>  ABILITY: STENCH ITEM: —	<b>TAUNT</b> SLUDGE GIGA DRAIN DISABLE DARK POISON GRASS NORMAL	POISON
<b>CHINCHOU ♂</b>  ABILITY: ILLUMINATE ITEM: —	<b>SPARK</b> DIVE SUPERSONIC CHARGE ELECTRIC WATER NORMAL ELECTRIC	WATER-ELECTRIC
<b>ABRA ♀</b>  ABILITY: SYNCHRONIZE ITEM: —	<b>ENCORE</b> ICE PUNCH TORMENT FIRE PUNCH PSYCHIC ICE DARK FIRE	PSYCHIC
<b>CARVANHA ♀</b>  ABILITY: ROUGH SKIN ITEM: —	<b>THIEF</b> RAGE SWAGGER SCREECH DARK NORMAL NORMAL NORMAL	WATER-DARK
<b>HOUDOUR ♂</b>  ABILITY: EARLY BIRD ITEM: —	<b>COUNTER</b> EMBER FAINT ATTACK SMOG FIGHTING FIRE DARK POISON	DARK-FIRE





## BATTLE 16: SHAIL ROLLER BOY ♂


QWILFISH ♂		WATER-POISON	
	ABILITY: POISON POINT	SPIKES	GROUND
	ITEM: —	POISON STING	POISON
		MINIMIZE	NORMAL
		PIN MISSILE	BUG

CORPHISH ♂		WATER	
	ABILITY: SHELL ARMOR	BUBBLE	WATER
	ITEM: —	HARDEN	NORMAL
		VICEGRIP	NORMAL
		MUD SPORT	GROUND

LUVDISC ♀			WATER
	ABILITY: SWIFT SWIM	CHARM	NORMAL
	ITEM: —	SWEET KISS	NORMAL
		ATTRACT	NORMAL
		RAIN DANCE	WATER


REMORAID ♂		WATER	
	ABILITY: HUSTLE	RAIN DANCE	WATER
	ITEM: —	LOCK-ON	NORMAL
		WATER GUN	WATER
		SUPERSONIC	NORMAL

TENTACOO ♂		WATER-POISON	
	ABILITY: LIQUID OOZE	WRAP	NORMAL
	ITEM: —	ACID	POISON
		SUPERSONIC	NORMAL
		CONstrict	NORMAL


GOLDEEN ♂		WATER	
	ABILITY: SWIFT SWIM	PECK	FLYING
	ITEM: —	HORN ATTACK	NORMAL
		TAIL WHIP	NORMAL
		ATTRACT	NORMAL


## BATTLE 17: BASOR HUNTER ♂


CACNEA ♀		GRASS
	ABILITY: SAND VEIL	GRASS
	ITEM: —	GRASS
	POISON STING	POISON
	ACID	POISON

GLOOM ♂		GRASS-POISON	
	ABILITY: CHLOROPHYLL	CHARM	NORMAL
	ITEM: —	ACID	POISON
		FLASH	NORMAL
		MOONLIGHT	NORMAL

SKIPLOOM ♂		GRASS-FLYING
	ABILITY: CHLOROPHYLL	LEECH SEED
	ITEM: —	TACKLE
		COTTON SPORE
		SYNTHESIS

LOMBRE ♀		WATER-GRASS	
	ABILITY: RAIN DISH	FAKE OUT	NORMAL
	ITEM: —	UPROAR	NORMAL
		WATER SPORT	WATER
		RAIN DANCE	WATER

NUZLEAF ♂		GRASS-DARK
	ABILITY: CHLOROPHYLL	SWAGGER
	ITEM: —	BULLET SEED
		TORMENT
		HARDEN
		NORMAL
		GRASS
		DARK
		NORMAL

ROSELIA ♂		GRASS-POISON	
	ABILITY: POISON POINT	MEGA DRAIN	GRASS
	ITEM: —	AROMATHERAPY	GRASS
		STUN SPORE	GRASS
		POISON STING	POISON


## BATTLE 18: RABURN RESEARCHER ♂

SENTRET ♀		NORMAL
	ABILITY: KEEN EYE	NORMAL
	ITEM: —	WATER PULSE
		DEFENSE CURL
		HELPING HAND

DELIBIRD ♀		ICE-FLYING	
	ABILITY: VITAL SPIRIT	PRESENT	NORMAL
	ITEM: —	AERIAL ACE	FLYING
		THIEF	DARK
		FUTURE SIGHT	PSYCHIC


VIBRAVA ♂		GROUND-DRAGON	
	ABILITY: LEVITATE	SAND-ATTACK	GROUND
	ITEM: —	BITE	DARK
		FAINT ATTACK	DARK
		QUICK ATTACK	NORMAL


VOLTORB		ELECTRIC
	ABILITY: SOUNDPROOF ITEM: —	MIRROR COAT ROLLOUT SPARK LIGHT SCREEN
		PSYCHIC ROCK ELECTRIC PSYCHIC

<b>RHYHORN ♂</b>		<b>GROUND-ROCK</b>	
	ABILITY: ROCK HEAD	TAIL WHIP	NORMAL
	ITEM: —	ROCK TOMB	ROCK
		HORN ATTACK	NORMAL
		TOXIC	POISON

NATU ♂		PSYCHIC-FLYING	
	ABILITY: EARLY BIRD	FUTURE SIGHT	PSYCHIC
	ITEM: —	CONFUSE RAY	GHOST
		LEER	NORMAL
		WISH	NORMAL

## BATTLE 19: VERON COOLTRAINER ♀

GRAVELER ♀		ROCK-GROUND	
	ABILITY: ROCK HEAD	MUD SPORT	GROUND
	ITEM: —	ROCK THROW	ROCK
		ATTRACT	NORMAL
		DIG	GROUND

MINUN ♀		ELECTRIC
	ABILITY: MINUS ITEM: —	SHOCK WAVE CHARM HELPING HAND SUBSTITUTE
		ELECTRIC NORMAL NORMAL NORMAL


SWABLU ♀		NORMAL-FLYING	
	ABILITY: NATURAL CURE	TOXIC	POISON
	ITEM: —	LIGHT SCREEN	PSYCHIC
		FACADE	NORMAL
		FLY	FLYING

WAILMER ♀		WATER
	ABILITY: WATER VEIL	ROCK TOMB
	ITEM: —	SNORE
		WATER SPORT
		REST
		ROCK
		NORMAL
		WATER
		PSYCHIC

PLUSLE ♂		ELECTRIC	
	ABILITY: PLUS	QUICK ATTACK	NORMAL
	ITEM: —	FAKE TEARS	DARK
		SPARK	ELECTRIC
		THUNDER WAVE	ELECTRIC


PUPITAR ♂		ROCK-GROUND
	ABILITY: SHED SKIN ITEM: —	BITE STOMP SCREECH SCARY FACE
		DARK NORMAL NORMAL NORMAL

## BATTLE 20: ALTOR AREA LEADER ♂


ANORITH ♂		ROCK-BUG	
	ABILITY: BATTLE ARMOR	FURY CUTTER	BUG
	ITEM: —	MUD SPORT	GROUND
		HARDEN	NORMAL
		METAL CLAW	STEEL

ARIADOS ♂		BUG-POISON	
	ABILITY: INSOMNIA	NIGHT SHADE	GHOST
	ITEM: —	POISON STING	POISON
		LEECH LIFE	BUG
		FLASH	NORMAL

LEDIAN ♀		BUG-FLYING	
	ABILITY: EARLY BIRD ITEM: —	AGILITY SAFEGUARD SUPERSONIC FACADE	PSYCHIC NORMAL NORMAL NORMAL

DUSTOX ♂		BUG-POISON	
	ABILITY: SHIELD DUST	PSYBEAM	PSYCHIC
	ITEM: —	WHIRLWIND	NORMAL
		POISON STING	POISON
		MOONLIGHT	NORMAL

BEAUTIFLY ♀		BUG-FLYING
	ABILITY: SWARM	GIGA DRAIN
	ITEM: —	WHIRLWIND
		MORNING SUN
		GUST
		GRASS
		NORMAL
		NORMAL
		FLYING

YANMA ♂		BUG-FLYING
	ABILITY: COMPOUNDEYES	SUPERSONIC
	ITEM: —	DOUBLE TEAM
		WING ATTACK
		QUICK ATTACK
		NORMAL
		NORMAL
		FLYING
		NORMAL



# AREA 3

## POKé COUPON: 200 points

### BATTLE 21: KLEM GUY ♂

#### MARILL ♀



ABILITY: HUGE POWER  
ITEM: —

TICKLE  
ROLLOUT  
DEFENSE CURL  
TAIL WHIP

WATER

NORMAL  
ROCK  
NORMAL  
NORMAL

#### VOLTORB



ABILITY: SOUNDPROOF  
ITEM: —

SCREECH  
ROLLOUT  
SPARK  
MIRROR COAT

ELECTRIC

NORMAL  
ROCK  
ELECTRIC  
PSYCHIC

#### GEODUDE ♀



ABILITY: STURDY  
ITEM: —

DEFENSE CURL  
ROLLOUT  
MUD SPORT  
TACKLE

ROCK-GROUND

NORMAL  
ROCK  
GROUND  
NORMAL

#### JIGGLYPUFF ♀



ABILITY: CUTE CHARM  
ITEM: —

SING  
ROLLOUT  
DEFENSE CURL  
REST

NORMAL

NORMAL  
ROCK  
NORMAL  
PSYCHIC

### BATTLE 22: PROCIO HUNTER ♀

#### LEDIAN ♀



ABILITY: EARLY BIRD  
ITEM: —

SILVER WIND  
SAFEGUARD  
SWIFT  
TOXIC

BUG-FLYING

BUG  
NORMAL  
NORMAL  
POISON

#### TORKOAL ♂



ABILITY: WHITE SMOKE  
ITEM: —

CURSE  
BODY SLAM  
AMNESIA  
FIRE SPIN

FIRE

?  
NORMAL  
PSYCHIC  
FIRE

#### CHIMECHO ♀



ABILITY: LEVITATE  
ITEM: —

SHOCK WAVE  
YAWN  
PSYWAVE  
HEAL BELL

PSYCHIC

ELECTRIC  
NORMAL  
PSYCHIC  
NORMAL

#### SMEARGLE ♂



ABILITY: OWN TEMPO  
ITEM: —

ICY WIND  
ASTONISH  
DRAGONBREATH  
ATTRACT

NORMAL

ICE  
GHOST  
DRAGON  
NORMAL

#### SANDSLASH ♂



ABILITY: SAND VEIL  
ITEM: —

SAND-ATTACK  
FLAIL  
SAND TOMB  
DIG

GROUND

GROUND  
NORMAL  
GROUND  
GROUND

#### CORSOLA ♀



ABILITY: HUSTLE  
ITEM: —

CONFUSE RAY  
BUBBLEBEAM  
ANCIENTPOWER  
BARRIER

WATER-ROCK

GHOST  
WATER  
ROCK  
PSYCHIC

### BATTLE 23: DILASI ATHLETE ♀

#### WOOPER ♂



ABILITY: WATER ABSORB  
ITEM: —

SURF  
AMNESIA  
ANCIENTPOWER  
MUD SHOT

WATER-GROUND

WATER  
PSYCHIC  
ROCK  
GROUND

#### FLAAFFY ♀



ABILITY: STATIC  
ITEM: —

SHOCK WAVE  
COTTON SPORE  
ATTRACT  
SECRET POWER

ELECTRIC

ELECTRIC  
GRASS  
NORMAL  
NORMAL

#### GLIGAR ♂



ABILITY: SAND VEIL  
ITEM: —

SANDSTORM  
SCREECH  
METAL CLAW  
QUICK ATTACK

GROUND-FLYING

ROCK  
NORMAL  
STEEL  
NORMAL

#### CACNEA ♂



ABILITY: SAND VEIL  
ITEM: —

NEEDLE ARM  
SPIKES  
FAINT ATTACK  
LEECH SEED

GRASS

GRASS  
GROUND  
DARK  
GRASS

#### SWINUB ♀



ABILITY: OBLIVIOUS  
ITEM: —

DIG  
POWDER SNOW  
SANDSTORM  
MIST

ICE-GROUND

GROUND  
ICE  
ROCK  
ICE

#### NUMEL ♂



ABILITY: OBLIVIOUS  
ITEM: —

EMBER  
ROLLOUT  
MAGNITUDE  
SANDSTORM

FIRE-GROUND

FIRE  
ROCK  
GROUND  
ROCK

### BATTLE 24: MENGEL BODYBUILDER ♂

#### BEAUTIFLY ♂



ABILITY: SWARM  
ITEM: —

MORNING SUN  
SUNNY DAY  
TOXIC  
ATTRACT

BUG-FLYING

NORMAL  
FIRE  
POISON  
NORMAL

#### SUNFLORA ♀



ABILITY: CHLOROPHYLL  
ITEM: —

SYNTHESIS  
SUNNY DAY  
TOXIC  
INGRAIN

GRASS

GRASS  
FIRE  
POISON  
GRASS

#### ROSELIA ♂



ABILITY: POISON POINT  
ITEM: —

SYNTHESIS  
SUNNY DAY  
TOXIC  
SPIKES

GRASS-POISON

GRASS  
FIRE  
POISON  
GROUND

#### VOLBEAT ♀



ABILITY: SWARM  
ITEM: —

MOONLIGHT  
SUNNY DAY  
TOXIC  
CONFUSE RAY

BUG

NORMAL  
FIRE  
POISON  
GHOST

#### ILLUMISE ♀



ABILITY: OBLIVIOUS  
ITEM: —

MOONLIGHT  
SUNNY DAY  
TOXIC  
WISH

BUG

NORMAL  
FIRE  
POISON  
NORMAL

#### DUSTOX ♀



ABILITY: SHIELD DUST  
ITEM: —

MOONLIGHT  
SUNNY DAY  
TOXIC  
LIGHT SCREEN

BUG-POISON

NORMAL  
FIRE  
POISON  
PSYCHIC

### BATTLE 25: KLAME CHASER ♂

#### NOSEPASS ♂



ABILITY: MAGNET PULL  
ITEM: —

ROCK SLIDE  
ELECTRIC  
THUNDER WAVE  
BLOCK

ROCK

ROCK  
ELECTRIC  
ELECTRIC  
NORMAL

#### CLAMPERL ♂



ABILITY: SHELL ARMOR  
ITEM: DEEPSEASCALE

IRON DEFENSE  
WHIRLPOOL  
ATTRACT  
SUPERSONIC

WATER

STEEL  
WATER  
NORMAL  
NORMAL

#### ARIADOS ♂



ABILITY: INSOMNIA  
ITEM: —

GIGA DRAIN  
TOXIC  
STRING SHOT  
PURSUIT

BUG-POISON

GRASS  
POISON  
BUG  
DARK

#### MEDICHAM ♀



ABILITY: PURE POWER  
ITEM: —

ROCK TOMB  
ATTRACT  
CONFUSION  
MEDITATE

FIGHTING-PSYCHIC

ROCK  
NORMAL  
PSYCHIC  
PSYCHIC

#### DELICATY ♂



ABILITY: CUTE CHARM  
ITEM: —







HELPING HAND  
ASSIST  
TOXIC  
DIG

NORMAL







NORMAL  
NORMAL  
POISON  
GROUND









# BATTLE 26: LONEN ST. PERFORMER ♀

<b>FURRET ♂</b>  ABILITY: KEEN EYE ITEM: — AMNESIA FOLLOW ME HELPING HAND QUICK ATTACK PSYCHIC NORMAL NORMAL NORMAL	<b>LINOONE ♂</b>  ABILITY: PICKUP ITEM: — BELLY DRUM COVET REST FURY SWIPES NORMAL NORMAL PSYCHIC NORMAL	<b>TOGETIC ♀</b>  ABILITY: SERENE GRACE ITEM: — SWEET KISS WISH YAWN FLASH NORMAL-FLYING NORMAL NORMAL NORMAL NORMAL
<b>VIGOROTH ♂</b>  ABILITY: VITAL SPIRIT ITEM: — SCRATCH ENCORE COUNTER AERIAL ACE NORMAL NORMAL FIGHTING FLYING	<b>DUNSPARCE ♂</b>  ABILITY: SERENE GRACE ITEM: — YAWN ENDEAVOR GLARE WATER PULSE NORMAL NORMAL NORMAL WATER	<b>CASTFORM ♂</b>  ABILITY: FORECAST ITEM: — RAIN DANCE HAIL SUNNY DAY TACKLE WATER ICE FIRE NORMAL







# BATTLE 27: OMAT GLASSES MAN ♂

<b>SHELGON ♀</b>  ABILITY: ROCK HEAD ITEM: — TWISTER BITE SCARY FACE PROTECT DRAGON DARK NORMAL NORMAL	<b>SEALEO ♀</b>  ABILITY: THICK FAT ITEM: — ENCORE WATER GUN POWDER SNOW ICE-WATER NORMAL WATER ICE	<b>LAIRON ♂</b>  ABILITY: ROCK HEAD ITEM: — MUD-SLAP WATER PULSE IRON DEFENSE METAL SOUND STEEL-ROCK GROUND WATER STEEL STEEL
<b>LINOONE ♂</b>  ABILITY: PICKUP ITEM: — DIG ODOR SLEUTH COVET SAND-ATTACK NORMAL GROUND NORMAL GROUND	<b>SUNFLORA ♂</b>  ABILITY: CHLOROPHYLL ITEM: — INGRAIN RAZOR LEAF FLASH LIGHT SCREEN GRASS GRASS NORMAL PSYCHIC	<b>METANG</b>  ABILITY: CLEAR BODY ITEM: — SCARY FACE IRON DEFENSE AERIAL ACE PURSUIT STEEL-PSYCHIC NORMAL STEEL FLYING DARK

# BATTLE 28: STEFET RIDER ♀

<b>STARYU</b>  ABILITY: ILLUMINATE ITEM: — COSMIC POWER CAMOUFLAGE WATER GUN RECOVER WATER PSYCHIC NORMAL WATER NORMAL	<b>AIPOM ♀</b>  ABILITY: RUN AWAY ITEM: — BEAT UP FURY SWIPES DOUBLE TEAM ASTONISH NORMAL DARK NORMAL GHOST	<b>SMEARGLE ♀</b>  ABILITY: OWN TEMPO ITEM: — TAUNT DISABLE TORMENT COSMIC POWER NORMAL DARK NORMAL PSYCHIC
<b>SPINDA ♂</b>  ABILITY: OWN TEMPO ITEM: — TEETER DANCE THIEF ENCORE PSYCH UP NORMAL NORMAL DARK NORMAL	<b>FLAUFFY ♀</b>  ABILITY: STATIC ITEM: — THUNDER WAVE THUNDERSHOCK LIGHT SCREEN FLASH ELECTRIC ELECTRIC PSYCHIC NORMAL	<b>LOUDRED ♂</b>  ABILITY: SOUNDPROOF ITEM: — POUND ASTONISH SUPERSONIC HOWL NORMAL NORMAL GHOST NORMAL

# BATTLE 29: DILLOT COOLTRAINER ♂

<b>NOCTOWL ♀</b>  ABILITY: KEEN EYE ITEM: — CONFUSION FLASH FAINT ATTACK FORESIGHT NORMAL-FLYING PSYCHIC NORMAL DARK NORMAL	<b>BEAUTIFLY ♂</b>  ABILITY: SWARM ITEM: — STUN SPORE WHIRLWIND MEGA DRAIN GUST BUG-FLYING GRASS NORMAL GRASS FLYING	<b>WIGGLYTUFF ♀</b>  ABILITY: CUTE CHARM ITEM: — CHARM WATER PULSE POUND DISABLE NORMAL WATER NORMAL NORMAL
<b>FORRETRESS ♂</b>  ABILITY: STURDY ITEM: — SPIKES TAKE DOWN TOXIC BIDE BUG-STEEL GROUND NORMAL POISON NORMAL	<b>BANETTE ♂</b>  ABILITY: INSOMNIA ITEM: — CURSE KNOCK OFF REST FAINT ATTACK GHOST ? DARK PSYCHIC DARK	<b>XATU ♂</b>  ABILITY: EARLY BIRD ITEM: — QUICK ATTACK NIGHT SHADE SKILL SWAP CONFUSE RAY PSYCHIC-FLYING NORMAL GHOST PSYCHIC GHOST

# BATTLE 30: KUCHER AREA LEADER ♂


<b>QUILAVA ♀</b>  ABILITY: BLAZE ITEM: — EMBER LEER BRICK BREAK PROTECT FIRE FIRE NORMAL FIGHTING NORMAL	<b>MARSHTOMP ♂</b>  ABILITY: TORRENT ITEM: — WATER GUN BIDE FORESIGHT MUD-SLAP WATER-GROUND WATER NORMAL NORMAL GROUND	<b>BAYLEEF ♀</b>  ABILITY: OVERGROW ITEM: — GROWL SECRET POWER FACADE LIGHT SCREEN GRASS NORMAL NORMAL NORMAL PSYCHIC
<b>COMBUSKEN ♂</b>  ABILITY: BLAZE ITEM: — SCRATCH AERIAL ACE DOUBLE KICK SAND-ATTACK FIRE-FIGHTING NORMAL FLYING FIGHTING GROUND	<b>CROCONAW ♂</b>  ABILITY: TORRENT ITEM: — WATER GUN BITE RAGE SCARY FACE WATER WATER DARK NORMAL NORMAL	<b>GROVYLE ♂</b>  ABILITY: OVERGROW ITEM: — MEGA DRAIN SCREECH FURY CUTTER FLASH GRASS GRASS NORMAL BUG NORMAL





# AREA 4

## POKÉ COUPON: 400 points


### BATTLE 31: OMAK BANDANA GUY ♂


<b>DUNSPARCE ♂</b>	NORMAL
	ABILITY: RUN AWAY ITEM: —
RAGE	NORMAL

<b>SNUBBULL ♂</b>	NORMAL
	ABILITY: INTIMIDATE ITEM: —
RAGE	NORMAL

<b>HOUDOUR ♀</b>	DARK-FIRE
	ABILITY: FLASH FIRE ITEM: —
RAGE	NORMAL

<b>SWABLU ♀</b>	NORMAL-FLYING
	ABILITY: NATURAL CURE ITEM: —
RAGE	NORMAL


<b>CARVANHA ♂</b>	WATER-DARK
	ABILITY: ROUGH SKIN ITEM: —
RAGE	NORMAL

<b>TAILLOW ♂</b>	NORMAL-FLYING
	ABILITY: GUTS ITEM: —
RAGE	NORMAL

### BATTLE 32: LUNDA BODYBUILDER ♀

<b>SPINDA ♂</b>	NORMAL
	ABILITY: OWN TEMPO ITEM: MACHO BRACE
TRICK DIZZY PUNCH	PSYCHIC NORMAL

<b>KECLEON ♂</b>	NORMAL
	ABILITY: COLOR CHANGE ITEM: CHOICE BAND
TRICK ASTONISH SUBSTITUTE	PSYCHIC GHOST NORMAL

<b>KADABRA ♂</b>	PSYCHIC
	ABILITY: INNER FOCUS ITEM: —
TRICK KNOCK OFF THIEF	PSYCHIC DARK DARK

<b>VOLBEAT ♂</b>	BUG
	ABILITY: ILLUMINATE ITEM: WIKI BERRY
TRICK SIGNAL BEAM	PSYCHIC BUG


<b>ZIGZAGOON ♂</b>	NORMAL
	ABILITY: PICKUP ITEM: FIGY BERRY
TRICK DIG COVET	PSYCHIC GROUND NORMAL

<b>GRUMPIG ♂</b>	PSYCHIC
	ABILITY: OWN TEMPO ITEM: MAGO BERRY
TRICK THIEF SNATCH	PSYCHIC DARK DARK

### BATTLE 33: TARK RICH BOY ♂

<b>VULPIX ♀</b>	FIRE
	ABILITY: FLASH FIRE ITEM: —
SUNNY DAY EMBER WILL-O-WISP SAFEGUARD	FIRE FIRE FIRE NORMAL

<b>BELLOSSOM ♀</b>	GRASS
	ABILITY: CHLOROPHYLL ITEM: —
CHARM FRUSTRATION REST SWEET SCENT	NORMAL NORMAL PSYCHIC NORMAL


<b>TAILLOW ♂</b>	NORMAL-FLYING
	ABILITY: GUTS ITEM: —
DOUBLE TEAM AERIAL ACE QUICK ATTACK AGILITY	NORMAL FLYING NORMAL PSYCHIC


<b>SANDSHREW ♂</b>	GROUND
	ABILITY: SAND VEIL ITEM: —
SCRATCH COUNTER FURY SWIPES ROCK SMASH	NORMAL FIGHTING NORMAL FIGHTING


<b>KIRLIA ♂</b>	PSYCHIC
	ABILITY: TRACE ITEM: —
CALM MIND CONFUSION REFLECT SKILL SWAP	PSYCHIC PSYCHIC PSYCHIC PSYCHIC

<b>TOGEPI ♂</b>	NORMAL
	ABILITY: SERENE GRACE ITEM: —
CHARM YAWN SWEET KISS REST	NORMAL NORMAL NORMAL PSYCHIC

### BATTLE 34: DRADA TEACHER ♀

<b>KECLEON ♂</b>	NORMAL
	ABILITY: COLOR CHANGE ITEM: —
SCRATCH SCREECH PSYBEAM BIND	NORMAL NORMAL PSYCHIC NORMAL

<b>SEADRA ♀</b>	WATER
	ABILITY: POISON POINT ITEM: —
WATER GUN SPLASH FACADE RAIN DANCE	WATER NORMAL NORMAL WATER

<b>SEAKING ♀</b>	WATER
	ABILITY: WATER VEIL ITEM: —
TOXIC PSYBEAM PECK ATTRACT	POISON PSYCHIC FLYING NORMAL

<b>GIRAFARIG ♀</b>	NORMAL-PSYCHIC
	ABILITY: INNER FOCUS ITEM: —
AGILITY BATON PASS AMNESIA GROWL	PSYCHIC NORMAL PSYCHIC NORMAL


<b>SKIPLOOM ♂</b>	GRASS-FLYING
	ABILITY: CHLOROPHYLL ITEM: —
LEECH SEED AERIAL ACE MEGA DRAIN HELPING HAND	GRASS FLYING GRASS NORMAL

<b>SNUBBULL ♂</b>	NORMAL
	ABILITY: INTIMIDATE ITEM: —
SMELLINGSALT SCARY FACE BITE CHARM	NORMAL NORMAL DARK NORMAL


### BATTLE 35: AIKON FUN OLD MAN ♂

<b>MIGHTYENA ♀</b>	DARK
	ABILITY: INTIMIDATE ITEM: —
SAND-ATTACK ASTONISH SWAGGER THIEF	GROUND GHOST NORMAL DARK

<b>MAGCARGO ♂</b>	FIRE-ROCK
	ABILITY: FLAME BODY ITEM: —
ROCK THROW SMOG ROCK SMASH AMNESIA	ROCK POISON FIGHTING PSYCHIC


<b>WIGGLYTUFF ♀</b>	NORMAL
	ABILITY: CUTE CHARM ITEM: —
DISABLE BRICK BREAK DOUBLES LAP DEFENSE CURL	NORMAL FIGHTING NORMAL NORMAL


<b>AZUMARILL ♀</b>	WATER
	ABILITY: HUGE POWER ITEM: —
ROLLOUT TAIL WHIP WATER GUN DEFENSE CURL	ROCK NORMAL WATER NORMAL

<b>SUDOWOODO ♂</b>	ROCK
	ABILITY: STURDY ITEM: —
THIEF BLOCK LOW KICK MIMIC	DARK NORMAL FIGHTING NORMAL

<b>SNEASEL ♀</b>	DARK-ICE
	ABILITY: INNER FOCUS ITEM: —
FURY SWIPES ICY WIND BEAT UP TORMENT	NORMAL ICE DARK DARK

### BATTLE 36: VESTON RIDER ♂


CHINCHOU ♂	WATER-ELECTRIC		
	ABILITY: ILLUMINATE ITEM: —	CONFUSE RAY WATER GUN THUNDER WAVE RAIN DANCE	GHOST WATER ELECTRIC WATER

TORKOAL ♀	FIRE		
	ABILITY: WHITE SMOKE ITEM: —	CURSE STRENGTH YAWN FLAIL	? NORMAL NORMAL NORMAL


HUNTAIL ♂	WATER		
	ABILITY: SWIFT SWIM ITEM: —	WHIRLPOOL MUD SPORT BITE	WATER GROUND DARK


CACNEA ♂	GRASS		
	ABILITY: SAND VEIL ITEM: —	TEETER DANCE FAINT ATTACK LEECH SEED POISON STING	NORMAL DARK GRASS POISON


WHISCASH ♂	WATER-GROUND		
	ABILITY: OBLIVIOUS ITEM: —	FUTURE SIGHT REST MUD-SLAP SNORE	PSYCHIC PSYCHIC GROUND NORMAL

SPOINK ♀	PSYCHIC		
	ABILITY: OWN TEMPO ITEM: —	SUBSTITUTE LIGHT SCREEN PSYWAVE TORMENT	NORMAL PSYCHIC PSYCHIC DARK


### BATTLE 37: DEASY LADY ♀

NINJASK ♀	BUG-FLYING		
	ABILITY: SPEED BOOST ITEM: —	DOUBLE TEAM LEECH LIFE SLASH SCREECH	NORMAL BUG NORMAL NORMAL

GULPIN ♂	POISON		
	ABILITY: LIQUID OOZE ITEM: —	SUNNY DAY SMOG SHADOW BALL ENCORE	FIRE POISON GHOST NORMAL


STANTLER ♂	NORMAL		
	ABILITY: INTIMIDATE ITEM: —	CONFUSE RAY ASTONISH LEER STOMP	GHOST GHOST NORMAL NORMAL

MANTINE ♀	WATER-FLYING		
	ABILITY: SWIFT SWIM ITEM: —	CONFUSE RAY BUBBLE WING ATTACK AGILITY	GHOST WATER FLYING PSYCHIC

TROPIUS ♂	GRASS-FLYING		
	ABILITY: CHLOROPHYLL ITEM: —	GROWTH RAZOR LEAF GUST WHIRLWIND	NORMAL GRASS FLYING NORMAL


PIKACHU ♂	ELECTRIC		
	ABILITY: STATIC ITEM: —	QUICK ATTACK LIGHT SCREEN THUNDERSHOCK THUNDER WAVE	NORMAL PSYCHIC ELECTRIC ELECTRIC

### BATTLE 38: KEBILE WORKER ♂


ANORITH ♂	ROCK-BUG		
	ABILITY: BATTLE ARMOR ITEM: —	MUD SPORT ANCIENTPOWER FURY CUTTER HARDEN	GROUND ROCK BUG NORMAL

RHYHORN ♂	GROUND-ROCK		
	ABILITY: LIGHTNINGROD ITEM: —	SCARY FACE THIEF REVERSAL ROCK BLAST	NORMAL DARK FIGHTING ROCK


CLAYDOL	GROUND-PSYCHIC		
	ABILITY: LEVITATE ITEM: —	SANDSTORM CONFUSION MUD-SLAP LIGHT SCREEN	ROCK PSYCHIC GROUND PSYCHIC


PSYDUCK ♀	WATER		
	ABILITY: DAMP ITEM: —	WATER SPORT DISABLE CONFUSION SURF	WATER NORMAL PSYCHIC WATER


WAILORD ♂	WATER		
	ABILITY: OBLIVIOUS ITEM: —	WHIRLPOOL ROAR ASTONISH TOXIC	WATER NORMAL GHOST POISON


PINSIR ♂	BUG		
	ABILITY: HYPER CUTTER ITEM: —	BIND SWORDS DANCE VICEGRIP FALSE SWIPE	NORMAL NORMAL NORMAL NORMAL


### BATTLE 39: DOTON RESEARCHER ♂


SEADRA ♀	WATER		
	ABILITY: POISON POINT ITEM: —	SURF DIVE	WATER WATER

VIGOROTH ♂	NORMAL		
	ABILITY: VITAL SPIRIT ITEM: —	CUT ROCK SMASH STRENGTH	NORMAL FIGHTING NORMAL


VIBRAVA ♂	GROUND-DRAGON		
	ABILITY: LEVITATE ITEM: —	FLY DIG ROCK SMASH	FLYING GROUND FIGHTING


NUZLEAF ♀	GRASS-DARK		
	ABILITY: EARLY BIRD ITEM: —	CUT FLASH STRENGTH	NORMAL NORMAL NORMAL

LAIRON ♂	STEEL-ROCK		
	ABILITY: STURDY ITEM: —	CUT ROCK SMASH STRENGTH	NORMAL FIGHTING NORMAL

LOMBRE ♀	WATER-GRASS		
	ABILITY: SWIFT SWIM ITEM: —	WATERFALL FLASH ROCK SMASH	WATER NORMAL FIGHTING

### BATTLE 40: VERNICE AREA LEADER ♀

TENTACRUEL ♀	WATER-POISON		
	ABILITY: CLEAR BODY ITEM: —	MIRROR COAT ACID SUPERSONIC BUBBLEBEAM	PSYCHIC POISON NORMAL WATER

NINETALES ♂	FIRE		
	ABILITY: FLASH FIRE ITEM: —	CONFUSE RAY SUNNY DAY WILL-O-WISP FIRE SPIN	GHOST FIRE FIRE FIRE

AMPHAROS ♀	ELECTRIC		
	ABILITY: STATIC ITEM: —	THUNDER WAVE LIGHT SCREEN BODY SLAM GROWL	ELECTRIC PSYCHIC NORMAL NORMAL

RELICANTH ♂	WATER-ROCK		
	ABILITY: SWIFT SWIM ITEM: —	RAIN DANCE TAKE DOWN ROCK SLIDE YAWN	WATER NORMAL ROCK NORMAL

PHANPY ♂	GROUND		
	ABILITY: PICKUP ITEM: —	ROCK SMASH BODY SLAM ODOR SLEUTH DEFENSE CURL	FIGHTING NORMAL NORMAL NORMAL

SEALEO ♀	ICE-WATER		
	ABILITY: THICK FAT ITEM: —	ENOCRE POWDER SNOW BODY SLAM CURSE	NORMAL ICE NORMAL ?



# AREA 5

POKé COUPON: 800 points

## BATTLE 41: ZOEL COOLTRAINER ♀

### PELIPPER ♀



ABILITY: KEEN EYE  
ITEM: —

WATER-FLYING  
QUICK ATTACK  
WATER GUN  
GROWL  
NORMAL  
WATER  
NORMAL

### GLIGAR ♂



ABILITY: SAND VEIL  
ITEM: —

GROUND-FLYING  
QUICK ATTACK  
SAND-ATTACK  
SCREECH  
FAINT ATTACK  
NORMAL  
GROUND  
NORMAL  
DARK

### DELIBIRD ♀



ABILITY: VITAL SPIRIT  
ITEM: —

ICE-FLYING  
QUICK ATTACK  
WATER PULSE  
PRESENT  
NORMAL  
WATER  
NORMAL

### GOLBAT ♀



ABILITY: INNER FOCUS  
ITEM: —

POISON-FLYING  
QUICK ATTACK  
AIR CUTTER  
BITE  
NORMAL  
FLYING  
DARK

### MASQUERAIN ♂



ABILITY: INTIMIDATE  
ITEM: —

BUG-FLYING  
QUICK ATTACK  
WHIRLWIND  
WATER SPORT  
NORMAL  
NORMAL  
WATER

### YANMA ♂



ABILITY: SPEED BOOST  
ITEM: —

BUG-FLYING  
QUICK ATTACK  
THIEF  
FORESIGHT  
TOXIC  
NORMAL  
DARK  
NORMAL  
POISON

## BATTLE 42: LATRIN ATHLETE ♂

### GYARADOS ♂



ABILITY: INTIMIDATE  
ITEM: —

WATER-FLYING  
THRUSH  
NORMAL

### QUILAVA ♀



ABILITY: BLAZE  
ITEM: —

FIRE  
THRUSH  
NORMAL

### PUPITAR ♂



ABILITY: SHED SKIN  
ITEM: —

ROCK-GROUND  
THRUSH  
NORMAL

### SHELGON ♀



ABILITY: ROCK HEAD  
ITEM: —

DRAGON  
THRUSH  
NORMAL

### WHISCASH ♂



ABILITY: OBLIVIOUS  
ITEM: —

WATER-GROUND  
THRUSH  
NORMAL

### CROCONAW ♀



ABILITY: TORRENT  
ITEM: —

WATER  
THRUSH  
NORMAL

## BATTLE 43: ESKOLA FUN OLD LADY ♀

### AZUMARILL ♀



ABILITY: THICK FAT  
ITEM: —

WATER  
ENCORE  
ROLLOUT  
WATER PULSE  
CHARM  
NORMAL  
ROCK  
WATER  
NORMAL

### MACHAMP ♂



ABILITY: GUTS  
ITEM: —

FIGHTING  
ENCORE  
FOCUS ENERGY  
LEER  
KARATE CHOP  
NORMAL  
NORMAL  
NORMAL  
FIGHTING

### SWALOT ♂



ABILITY: LIQUID OOZE  
ITEM: —

POISON  
ENCORE  
ACID ARMOR  
AMNESIA  
TOXIC  
NORMAL  
PSYCHIC  
POISON

### KADABRA ♀



ABILITY: SYNCHRONIZE  
ITEM: —

PSYCHIC  
ENCORE  
CONFUSION  
TELEPORT  
KINESIS  
NORMAL  
PSYCHIC  
PSYCHIC  
PSYCHIC

### WALREIN ♂



ABILITY: THICK FAT  
ITEM: —

ICE-WATER  
ENCORE  
ICE BALL  
YAWN  
REST  
NORMAL  
ICE  
NORMAL  
PSYCHIC

### JUMPLUFF ♀



ABILITY: CHLOROPHYLL  
ITEM: —

GRASS-FLYING  
ENCORE  
TAIL WHIP  
LEECH SEED  
REST  
NORMAL  
NORMAL  
GRASS  
PSYCHIC

## BATTLE 44: TOBIT ROLLER BOY ♂

### ELECTRIKE ♀



ABILITY: LIGHTNING ROD  
ITEM: —

ELECTRIC  
THUNDER WAVE  
HOWL  
HEADBUTT  
QUICK ATTACK  
ELECTRIC  
NORMAL  
NORMAL  
NORMAL

### SKARMORY ♂



ABILITY: STURDY  
ITEM: —

STEEL-FLYING  
SPIKES  
SAND-ATTACK  
PURSUIT  
METAL SOUND  
GROUND  
GROUND  
DARK  
STEEL

### ELECTRODE



ABILITY: STATIC  
ITEM: —

ELECTRIC  
SCREECH  
SONICBOOM  
TAUNT  
ROLLOUT  
NORMAL  
NORMAL  
DARK  
ROCK

### KOFFING ♂



ABILITY: LEVITATE  
ITEM: —

POISON  
POISON GAS  
TORMENT  
SHOCK WAVE  
SHADOW BALL  
POISON  
DARK  
ELECTRIC  
GHOST

### CORPHISH ♂



ABILITY: HYPER CUTTER  
ITEM: —

WATER  
WATER PULSE  
MUD SPORT  
VICEGRIP  
HARDEN  
WATER  
GROUND  
NORMAL  
NORMAL

### EXPLOUD ♂



ABILITY: SOUNDPROOF  
ITEM: —

NORMAL  
ASTONISH  
ROAR  
HOWL  
UPROAR  
GHOST  
NORMAL  
NORMAL  
NORMAL

## BATTLE 45: HOLSO HUNTER ♂

### NUZLEAF ♀



ABILITY: CHLOROPHYLL  
ITEM: —

GRASS-DARK  
RAZOR WIND  
NORMAL  
SWAGGER  
EXTRASENSORY  
NORMAL  
NORMAL  
PSYCHIC

### VILEPLUME ♀



ABILITY: CHLOROPHYLL  
ITEM: —

GRASS-POISON  
AROMATHERAPY  
SUNNY DAY  
FLASH  
PETAL DANCE  
GRASS  
FIRE  
NORMAL  
GRASS

### CROCONAW ♀



ABILITY: TORRENT  
ITEM: —

WATER  
SLASH  
BITE  
SCARY FACE  
WATER SPORT  
NORMAL  
DARK  
NORMAL  
WATER

### BELLOSSOM ♀



ABILITY: CHLOROPHYLL  
ITEM: —

GRASS  
MAGICAL LEAF  
FLASH  
STUN SPORE  
SUNNY DAY  
GRASS  
NORMAL  
GRASS  
FIRE

### GOLEM ♀



ABILITY: ROCK HEAD  
ITEM: —

ROCK-GROUND  
MUD SPORT  
ATTRACT  
ROCK THROW  
REST  
GROUND  
NORMAL  
ROCK  
PSYCHIC

### ALTARIA ♀



ABILITY: NATURAL CURE  
ITEM: —

DRAGON-FLYING  
STEEL WING  
ASTONISH  
PECK  
SUNNY DAY  
STEEL  
GHOST  
FLYING  
FIRE



### BATTLE 46: BERGIN BODYBUILDER ♂

<b>FURRET ♂</b>		NORMAL
ABILITY: KEEN EYE ITEM: CITRUS BERRY	FOLLOW ME BRICK BREAK HELPING HAND ASSIST	NORMAL FIGHTING NORMAL NORMAL

<b>XATU ♂</b>		PSYCHIC-FLYING
ABILITY: EARLY BIRD ITEM: MIRACLE SEED	REFRESH GIGA DRAIN PSYCHIC CALM MIND	NORMAL GRASS PSYCHIC PSYCHIC

<b>MEDICHAM ♂</b>		FIGHTING-PSYCHIC
ABILITY: PURE POWER ITEM: PERSIM BERRY	FIRE PUNCH ICE PUNCH THUNDERPUNCH CALM MIND	FIRE ICE ELECTRIC PSYCHIC

<b>ZANGOOSE ♂</b>		NORMAL
ABILITY: IMMUNITY ITEM: BLACK BELT	LEER BRICK BREAK SLASH AERIAL ACE	NORMAL FIGHTING NORMAL FLYING

<b>MARSHTOMP ♂</b>		WATER-GROUND
ABILITY: TORRENT ITEM: MYSTIC WATER	MUD SHOT CURSE MUDDY WATER TAKE DOWN	GROUND ? WATER NORMAL

<b>SEVIPER ♂</b>		POISON
ABILITY: SHED SKIN ITEM: BLACKGLASSES	GLARE SWAGGER CRUNCH POISON TAIL	NORMAL NORMAL DARK POISON

### BATTLE 47: HUBOR WORKER ♂

<b>ROSELIA ♀</b>		GRASS-POISON
ABILITY: POISON POINT ITEM: —	MAGICAL LEAF LEECH SEED COTTON SPORE GROWTH	GRASS GRASS GRASS NORMAL

<b>SLUGMA ♀</b>		FIRE
ABILITY: FLAME BODY ITEM: —	AMNESIA EMBER YAWN SMOG	PSYCHIC FIRE NORMAL POISON

<b>SHARPEDO ♂</b>		WATER-DARK
ABILITY: ROUGH SKIN ITEM: —	LEER SKULL BASH SCARY FACE SURF	NORMAL NORMAL NORMAL WATER

<b>WIGGLYTUFF ♀</b>		NORMAL
ABILITY: CUTE CHARM ITEM: —	LIGHT SCREEN MIMIC ROLL OUT DOUBLE SLAP	PSYCHIC NORMAL ROCK NORMAL

<b>BRELOOM ♂</b>		GRASS-FIGHTING
ABILITY: EFFECT SPORE ITEM: —	FAKE TEARS HEADBUTT LEECH SEED MACH PUNCH	DARK NORMAL GRASS FIGHTING

<b>FLAAFFY ♂</b>		ELECTRIC
ABILITY: STATIC ITEM: —	THUNDER WAVE SHOCK WAVE COTTON SPORE GROWL	ELECTRIC ELECTRIC GRASS NORMAL

### BATTLE 48: BANO CHASER ♂

<b>MISDREAVUS ♀</b>		GHOST
ABILITY: LEVITATE ITEM: CITRUS BERRY	CONFUSE RAY PAIN SPLIT TOXIC SHADOW BALL	GHOST NORMAL POISON GHOST

<b>SWELLOW ♂</b>		NORMAL-FLYING
ABILITY: GUTS ITEM: METAL COAT	AERIAL ACE DOUBLE TEAM STEEL WING SUPERSONIC	FLYING NORMAL STEEL NORMAL

<b>WOBBUFFET ♀</b>		PSYCHIC
ABILITY: SHADOW TAG ITEM: PERSIM BERRY	SAFEGUARD MIRROR COAT COUNTER DESTINY BOND	NORMAL PSYCHIC FIGHTING GHOST

<b>GOLBAT ♂</b>		POISON-FLYING
ABILITY: INNER FOCUS ITEM: SPELL TAG	CONFUSE RAY POISON FANG SHADOW BALL WING ATTACK	GHOST POISON GHOST FLYING

<b>QUAGSIRE ♀</b>		WATER-GROUND
ABILITY: DAMP ITEM: MYSTIC WATER	MUD SHOT MUD SPORT YAWN SURF	GROUND GROUND NORMAL WATER

<b>SANDSLASH ♂</b>		GROUND
ABILITY: SAND VEIL ITEM: BLACK BELT	BRICK BREAK SAND-ATTACK CRUSH CLAW DIG	FIGHTING GROUND NORMAL GROUND

### BATTLE 49: VOTIL GUY ♂

<b>KADABRA ♂</b>		PSYCHIC
ABILITY: INNER FOCUS ITEM: CHERI BERRY	PSYBEAM DISABLE SHOCK WAVE REFLECT	PSYCHIC NORMAL ELECTRIC PSYCHIC

<b>LEDIAN ♀</b>		BUG-FLYING
ABILITY: EARLY BIRD ITEM: TWISTED SPOON	SILVER WIND REFLECT LIGHT SCREEN PSYBEAM	BUG PSYCHIC PSYCHIC PSYCHIC

<b>LINOONE ♀</b>		NORMAL
ABILITY: PICKUP ITEM: ORAN BERRY	PIN MISSILE REST BELLY DRUM FURY SWIPES	BUG PSYCHIC NORMAL NORMAL

<b>DODRIO ♂</b>		NORMAL-FLYING
ABILITY: RUN AWAY ITEM: SHARP BEAK	SUPERSONIC AERIAL ACE TRI ATTACK HAZE	NORMAL FLYING NORMAL ICE

<b>CORSOLA ♀</b>		WATER-ROCK
ABILITY: HUSTLE ITEM: MYSTIC WATER	ROCK BLAST SPIKE CANNON AMNESIA SURF	ROCK NORMAL PSYCHIC WATER

<b>PILOSWINE ♂</b>		ICE-GROUND
ABILITY: OBLIVIOUS ITEM: NEVERMELTICE	BLIZZARD MUD SHOT AMNESIA MIST	ICE GROUND PSYCHIC ICE

### BATTLE 50: KONAIK AREA LEADER ♂

<b>SHUCKLE ♀</b>		BUG-ROCK
ABILITY: STURDY ITEM: —	REST TOXIC WITHDRAW ATTRACT	PSYCHIC POISON WATER NORMAL

<b>WYNAUT ♂</b>		PSYCHIC
ABILITY: SHADOW TAG ITEM: —	MIRROR COAT DESTINY BOND COUNTER ENCORE	PSYCHIC GHOST FIGHTING NORMAL

<b>WOBBUFFET ♂</b>		PSYCHIC
ABILITY: SHADOW TAG ITEM: —	MIRROR COAT ENCORE COUNTER DESTINY BOND	PSYCHIC NORMAL FIGHTING GHOST

<b>CRADILY ♀</b>		ROCK-GRASS
ABILITY: SUCTION CUPS ITEM: —	CONFUSE RAY AMNESIA INGRAIN MIRROR COAT	GHOST PSYCHIC GRASS PSYCHIC

<b>DUSCLOPS ♀</b>		GHOST
ABILITY: PRESSURE ITEM: —	SKILL SWAP WILL-O-WISP CONFUSE RAY ATTRACT	PSYCHIC FIRE GHOST NORMAL

<b>MILOTIC ♂</b>		WATER
ABILITY: MARVEL SCALE ITEM: —	CONFUSE RAY ATTRACT MIRROR COAT WATERFALL	GHOST NORMAL PSYCHIC WATER







# AREA 6

POKé COUPON: 1,600 points



## BATTLE 51: BERKI COOLTRAINER ♂

<b>LATIAS ♀</b>  ABILITY: LEVITATE ITEM: RED SCARF	DRAGON-PSYCHIC CHARM FRUSTRATION ATTRACT HELPING HAND NORMAL NORMAL NORMAL NORMAL	<b>DELICATY ♀</b>  ABILITY: CUTE CHARM ITEM: SILK SCARF	NORMAL DOUBLES LAP COVET FAKE TEARS CHARM NORMAL NORMAL DARK NORMAL	<b>ILLUMISE ♀</b>  ABILITY: OBLIVIOUS ITEM: BLUE SCARF	BUG SWEET SCENT COVET FLATTER ATTRACT NORMAL NORMAL DARK NORMAL
<b>KIRLIA ♀</b>  ABILITY: TRACE ITEM: GREEN SCARF	PSYCHIC TAUNT DISABLE TORMENT HAZE DARK NORMAL DARK NORMAL	<b>MILTANK ♀</b>  ABILITY: THICK FAT ITEM: YELLOW SCARF	NORMAL STOMP BRICK BREAK MILK DRINK ROLLOUT NORMAL FIGHTING NORMAL ROCK	<b>LUVDISC ♀</b>  ABILITY: SWIFT SWIM ITEM: PINK SCARF	WATER SWEET KISS CHARM ATTRACT FRUSTRATION NORMAL NORMAL NORMAL NORMAL






## BATTLE 52: LARET RIDER ♀

<b>BLAZIKEN ♂</b>  ABILITY: BLAZE ITEM: BLACK BELT	FIRE-FIGHTING FIRE SPIN COUNTER SLASH PECK FIRE FIGHTING NORMAL FLYING	<b>CAMERUPT ♂</b>  ABILITY: MAGMA ARMOR ITEM: CHARCOAL	FIRE-GROUND SCARY FACE EMBER ROCK TOMB AMNESIA NORMAL FIRE ROCK PSYCHIC	<b>MAGCARGO ♀</b>  ABILITY: FLAME BODY ITEM: HARD STONE	FIRE-ROCK HARDEN AMNESIA ROCK THROW YAWN NORMAL PSYCHIC ROCK NORMAL
<b>TORKOAL ♂</b>  ABILITY: WHITE SMOKE ITEM: PERSIM BERRY	FIRE FIRE SPIN SMOKESCREEN BODY SLAM IRON DEFENSE FIRE NORMAL NORMAL STEEL	<b>TYPHLOSION ♀</b>  ABILITY: BLAZE ITEM: CHERI BERRY	FIRE FLAME WHEEL LEER SWIFT HOWL FIRE NORMAL NORMAL NORMAL	<b>HOUDOON ♂</b>  ABILITY: FLASH FIRE ITEM: CHESTO BERRY	DARK-FIRE BITE ROAR EMBER WILL-O-WISP DARK NORMAL FIRE FIRE







## BATTLE 53: LOPAR GLASSES MAN ♂

<b>MIGHTYENA ♂</b>  ABILITY: INTIMIDATE ITEM: SPELL TAG	DARK CRUNCH YAWN SWAGGER SHADOW BALL DARK NORMAL NORMAL GHOST	<b>MASQUERAIN ♀</b>  ABILITY: INTIMIDATE ITEM: SILVER POWDER	BUG-FLYING PSYBEAM SCARY FACE BUBBLEBEAM SILVER WIND PSYCHIC NORMAL WATER BUG	<b>HITMONTOP ♂</b>  ABILITY: INTIMIDATE ITEM: SILK SCARF	FIGHTING COUNTER STRENGTH DETECT TRIPLE KICK FIGHTING NORMAL FIGHTING FIGHTING
<b>MAWILE ♀</b>  ABILITY: INTIMIDATE ITEM: SITRUS BERRY	STEEL TICKLE BATON PASS IRON DEFENSE SWORDS DANCE NORMAL NORMAL STEEL NORMAL	<b>GRANBULL ♂</b>  ABILITY: INTIMIDATE ITEM: BLACKGLASSES	NORMAL TAKE DOWN SNORE REST CRUNCH NORMAL NORMAL PSYCHIC DARK	<b>STANTLER ♀</b>  ABILITY: INTIMIDATE ITEM: TWISTED SPOON	NORMAL STOMP EXTRASENSORY CALM MIND HYPNOSIS NORMAL PSYCHIC PSYCHIC PSYCHIC


## BATTLE 54: ALENE HUNTER ♀

<b>CROCONAW ♂</b>  ABILITY: TORRENT ITEM: SHARP BEAK	WATER WATERFALL CRUNCH AERIAL ACE LEER WATER DARK FLYING NORMAL	<b>MURKROW ♀</b>  ABILITY: INSOMNIA ITEM: BLACKGLASSES	FLYING-DARK FAINT ATTACK HAZE SKY ATTACK NIGHT SHADE DARK ICE FLYING GHOST	<b>PIKACHU ♀</b>  ABILITY: STATIC ITEM: LIGHT BALL	ELECTRIC SHOCK WAVE THUNDER WAVE TAIL WHIP FOCUS PUNCH ELECTRIC ELECTRIC NORMAL FIGHTING
<b>MUK ♂</b>  ABILITY: STICKY HOLD ITEM: SPELL TAG	POISON SHADOW PUNCH ACID ARMOR SLUDGE BOMB TOXIC GHOST POISON POISON POISON	<b>BELLOSSOM ♀</b>  ABILITY: CHLOROPHYLL ITEM: POISON BARB	GRASS MAGICAL LEAF SLUDGE BOMB SWORDS DANCE STUN SPORE GRASS POISON NORMAL GRASS	<b>MACHOKE ♂</b>  ABILITY: GUTS ITEM: RAWST BERRY	FIGHTING VITAL THROW EARTHQUAKE LEER LIGHT SCREEN FIGHTING GROUND NORMAL PSYCHIC

## BATTLE 55: BANBER BODYBUILDER ♀

<b>CRAWDAUNT ♂</b>  ABILITY: HYPER CUTTER ITEM: ORAN BERRY	WATER-DARK KNOCK OFF VICEGRIP TAUNT HARDEN DARK NORMAL DARK NORMAL	<b>GRIMER ♂</b>  ABILITY: STENCH ITEM: CHESTO BERRY	POISON SCREECH ACID ARMOR DISABLE SLUDGE NORMAL POISON NORMAL POISON	<b>CRADILY ♂</b>  ABILITY: SUCTION CUPS ITEM: PERSIM BERRY	ROCK-GRASS CONFUSE RAY ASTONISH CONSTRICT SLUDGE BOMB GHOST GHOST NORMAL POISON
<b>SWALOT ♂</b>  ABILITY: LIQUID OOZE ITEM: CHERI BERRY	POISON SLUDGE SNATCH YAWN BULLET SEED POISON DARK NORMAL GRASS	<b>LOUDRED ♂</b>  ABILITY: SOUNDPROOF ITEM: RAWST BERRY	NORMAL UPROAR SUPERSONIC HOWL HYPER VOICE NORMAL NORMAL NORMAL NORMAL	<b>SUDOWOODO ♂</b>  ABILITY: STURDY ITEM: SITRUS BERRY	ROCK TAUNT FAINT ATTACK BLOCK ROCK THROW DARK DARK NORMAL ROCK

## BATTLE 56: BASTO RICH BOY ♂


<b>OCTILLERY ♂</b>	WATER
ABILITY: SUCTION CUPS ITEM: CHERI BERRY	WATER PSYCHIC GRASS ELECTRIC
	

<b>AZUMARILL ♀</b>	WATER
ABILITY: HUGE POWER ITEM: SEA INCENSE	WATER PULSE DEFENSE CURL TAIL WHIP ROLLOUT
	

<b>SEAKING ♂</b>	WATER
ABILITY: WATER VEIL ITEM: PERSIM BERRY	TAIL WHIP SURF MUD SPORT SUPERSONIC
	NORMAL WATER GROUND NORMAL

<b>TENTACRUEL ♀</b>	WATER-POISON
ABILITY: LIQUID OOZE ITEM: POISON BARB	BARRIER BUBBLEBEAM MIRROR COAT ACID
	PSYCHIC WATER PSYCHIC POISON

<b>LUVDISC ♀</b>	WATER
ABILITY: SWIFT SWIM ITEM: ORAN BERRY	FLAIL SAFEGUARD SWEET KISS CHARM
	NORMAL NORMAL NORMAL NORMAL

<b>QWILFISH ♂</b>	WATER-POISON
ABILITY: POISON POINT ITEM: MYSTIC WATER	WATER PULSE MINIMIZE PIN MISSILE SUPERSONIC
	WATER NORMAL BUG NORMAL

## BATTLE 57: MINO ST. PERFORMER ♀

<b>MURKROW ♀</b>	DARK-FLYING
ABILITY: INSOMNIA ITEM: BLACKGLASSES	AERIAL ACE PURSUIT ASTONISH HAZE
	FLYING DARK GHOST ICE

<b>HOUNDOOM ♂</b>	DARK-FIRE
ABILITY: FLASH FIRE ITEM: PECHA BERRY	TAUNT COUNTER DOUBLE TEAM BITE
	DARK FIGHTING NORMAL DARK

<b>ABSOL ♂</b>	DARK
ABILITY: PRESSURE ITEM: SILK SCARF	DOUBLE TEAM SWORDS DANCE SLASH BATON PASS
	NORMAL NORMAL NORMAL NORMAL

<b>SABLEYE ♀</b>	DARK-GHOST
ABILITY: KEEN EYE ITEM: PERSIM BERRY	FAKE OUT FAINT ATTACK SNATCH NIGHT SHADE
	NORMAL DARK DARK GHOST

<b>SHIFTRY ♂</b>	GRASS-DARK
ABILITY: EARLY BIRD ITEM: TWISTEDSPOON	EXTRASENSORY REST NATURE POWER GROWTH
	PSYCHIC PSYCHIC NORMAL NORMAL

<b>SNEASEL ♀</b>	DARK-ICE
ABILITY: INNER FOCUS ITEM: RAWST BERRY	SNATCH SLASH ICY WIND AGILITY
	DARK NORMAL ICE PSYCHIC

## BATTLE 58: KITEL BANDANA GUY ♂


<b>CACTURNE ♂</b>	GRASS-DARK
ABILITY: SAND VEIL ITEM: MIRACLE SEED	TEETER DANCE NEEDLE ARM GROWTH PROTECT
	NORMAL GRASS NORMAL NORMAL

<b>SPINDA ♀</b>	NORMAL
ABILITY: OWN TEMPO ITEM: BLACK BELT	TEETER DANCE ASSIST BRICK BREAK HYPNOSIS
	NORMAL NORMAL FIGHTING PSYCHIC

<b>GRUMPIG ♂</b>	PSYCHIC
ABILITY: OWN TEMPO ITEM: SITRUS BERRY	CONFUSE RAY SUBSTITUTE PSYBEAM MAGIC COAT
	GHOST NORMAL PSYCHIC PSYCHIC


<b>SMEARGLE ♀</b>	NORMAL
ABILITY: OWN TEMPO ITEM: PECHA BERRY	TEETER DANCE OUTRAGE PETAL DANCE
	NORMAL DRAGON GRASS

<b>MAGCARGO ♂</b>	FIRE-ROCK
ABILITY: MAGMA ARMOR ITEM: TWISTEDSPOON	ROCK THROW ACID ARMOR EMBER AMNESIA
	ROCK POISON FIRE PSYCHIC

<b>SHEDINJA</b>	BUG-GHOST
ABILITY: WONDER GUARD ITEM: SILVER POWDER	FURY SWIPES SILVER WIND CONFUSE RAY SPITE
	NORMAL BUG GHOST GHOST


## BATTLE 59: RONIX WORKER ♂

<b>COMBUSKEN ♂</b>	FIRE-FIGHTING
ABILITY: BLAZE ITEM: SILK SCARF	BULK UP BRICK BREAK SLASH FIRE SPIN
	FIGHTING FIGHTING NORMAL FIRE

<b>TROPIUS ♀</b>	GRASS-FLYING
ABILITY: CHLOROPHYLL ITEM: MYSTIC WATER	NATURE POWER AERIAL ACE GIGA DRAIN LEER
	NORMAL FLYING GRASS NORMAL

<b>KECLEON ♀</b>	NORMAL
ABILITY: COLOR CHANGE ITEM: HARD STONE	MAGIC COAT ANCIENTPOWER PSYBEAM SLASH
	PSYCHIC ROCK PSYCHIC NORMAL

<b>WHISCASH ♂</b>	WATER-GROUND
ABILITY: OBLIVIOUS ITEM: MAGNET	MUD SPORT SPARK WATERFALL MAGNITUDE
	GROUND ELECTRIC WATER GROUND

<b>SNEASEL ♀</b>	DARK-ICE
ABILITY: INNER FOCUS ITEM: BLACKGLASSES	FAKE OUT BEAT UP ICY WIND FAINT ATTACK
	NORMAL DARK ICE DARK


<b>SWALOT ♂</b>	POISON
ABILITY: LIQUID OOZE ITEM: TWISTEDSPOON	YAWN ENCORE DREAM EATER SLUDGE BOMB
	NORMAL NORMAL PSYCHIC POISON

## BATTLE 60: ATRICE AREA LEADER ♀

<b>PILOSWINE ♂</b>	ICE-GROUND
ABILITY: OBLIVIOUS ITEM: NEVERMELTICE	MUD SHOT BLIZZARD LIGHT SCREEN MIST
	GROUND ICE PSYCHIC ICE

<b>WAILORD ♀</b>	WATER
ABILITY: WATER VEIL ITEM: CHERI BERRY	WATER PULSE SLEEP TALK REST AMNESIA
	WATER NORMAL PSYCHIC PSYCHIC

<b>GLOOM ♀</b>	GRASS-POISON
ABILITY: CHLOROPHYLL ITEM: RAWST BERRY	SUNNY DAY ACID RAZOR LEAF MOONLIGHT
	FIRE POISON GRASS NORMAL

<b>PINSIR ♂</b>	BUG
ABILITY: HYPER CUTTER ITEM: PERSIM BERRY	SEISMIC TOSS GUILLOTINE BIND HARDEN
	FIGHTING NORMAL NORMAL NORMAL

<b>TENTACRUEL ♂</b>	WATER-POISON
ABILITY: CLEAR BODY ITEM: PECHA BERRY	SUPERSONIC ACID BUBBLEBEAM CONSTRICT
	NORMAL POISON WATER NORMAL

<b>WEEZING ♂</b>	POISON
ABILITY: LEVITATE ITEM: POISON BARB	SHOCK WAVE WHI-O-WISP SLUDGE MEMENTO
	ELECTRIC FIRE POISON DARK

# AREA 7

POKé COUPON: 1,800 points

## BATTLE 61: PLATEN RESEARCHER ♂

### SABLEYE ♂



ABILITY: KEEN EYE  
ITEM: PERSIM BERRY

NIGHT SHADE  
DETECT  
RECOVER  
CONFUSE RAY

DARK-GHOST

GHOST  
FIGHTING  
NORMAL  
GHOST

### DUSCLOPS ♀



ABILITY: PRESSURE  
ITEM: RAWST BERRY

NIGHT SHADE  
DESTINY BOND  
CURSE  
CONFUSE RAY

GHOST

GHOST  
GHOST  
?  
GHOST

### KINGDRA ♂



ABILITY: SWIFT SWIM  
ITEM: CHERI BERRY

DRAGON RAGE  
PROTECT  
REST  
ATTRACT

WATER-DRAGON

DRAGON  
NORMAL  
PSYCHIC  
NORMAL

### SHELGON ♀



ABILITY: ROCK HEAD  
ITEM: ASPEAR BERRY

DRAGON RAGE  
SCARY FACE  
PROTECT  
ATTRACT

DRAGON

DRAGON  
NORMAL  
NORMAL  
NORMAL

### HARIYAMA ♂



ABILITY: THICK FAT  
ITEM: PECHA BERRY

SEISMIC TOSS  
DETECT  
SAND-ATTACK  
FORESIGHT

FIGHTING

FIGHTING  
FIGHTING  
GROUND  
NORMAL

### WEEZING ♀



ABILITY: LEVITATE  
ITEM: SITRUS BERRY

PSYWAVE  
MEMENTO  
DESTINY BOND  
PAIN SPLIT

POISON

PSYCHIC  
DARK  
GHOST  
NORMAL

## BATTLE 62: TALMEN LADY ♀

### RAICHU ♂



ABILITY: STATIC  
ITEM: SILK SCARF

SHOCK WAVE  
CHARM  
SLAM  
DOUBLE TEAM

ELECTRIC

ELECTRIC  
NORMAL  
NORMAL  
NORMAL

### LANTURN ♀



ABILITY: VOLT ABSORB  
ITEM: MAGNET

SPARK  
AMNESIA  
WATER PULSE  
CHARGE

WATER-ELECTRIC

ELECTRIC  
PSYCHIC  
WATER  
ELECTRIC

### PUPITAR ♂



ABILITY: SHED SKIN  
ITEM: BLACKGLASSES

BITE  
ANCIENTPOWER  
SCREECH  
SCARY FACE

ROCK-GROUND

DARK  
ROCK  
NORMAL  
NORMAL

### MEGANIUM ♀



ABILITY: OVERGROW  
ITEM: MIRACLE SEED

LEECH SEED  
RAZOR LEAF  
LIGHT SCREEN  
SYNTHESIS

GRASS

GRASS  
GRASS  
PSYCHIC  
GRASS

### AIPOM ♂



ABILITY: RUN AWAY  
ITEM: SPELL TAG

TICKLE  
ASTONISH  
AGILITY  
SWIFT

NORMAL

NORMAL  
GHOST  
PSYCHIC  
NORMAL

## BATTLE 63: TRANK RIDER ♂

### LOUDRED ♂



ABILITY: SOUNDPROOF  
ITEM: PERSIM BERRY

STOMP  
ROAR  
SNORE  
REST

NORMAL

NORMAL  
NORMAL  
NORMAL  
PSYCHIC

### OCTILLERY ♂



ABILITY: SUCTION CUPS  
ITEM: SITRUS BERRY

AURORA BEAM  
FOCUS ENERGY  
BUBBLEBEAM  
THUNDER WAVE

WATER

ICE  
NORMAL  
WATER  
ELECTRIC

### QUAGSIRE ♀



ABILITY: WATER ABSORB  
ITEM: LUM BERRY

SLAM  
WATER PULSE  
YAWN  
MUD SHOT

WATER-GROUND

NORMAL  
WATER  
NORMAL  
GROUND

### LUNATONE



ABILITY: LEVITATE  
ITEM: ASPEAR BERRY

HYPNOSIS  
CALM MIND  
PSYWAVE  
FUTURE SIGHT

ROCK-PSYCHIC

PSYCHIC  
PSYCHIC  
PSYCHIC  
PSYCHIC

### CROBAT ♂



ABILITY: INNER FOCUS  
ITEM: CHERI BERRY

BITE  
CONFUSE RAY  
AIR CUTTER  
POISON FANG

POISON-FLYING

DARK  
GHOST  
FLYING  
POISON

### BANETTE ♀



ABILITY: INSOMNIA  
ITEM: PECHA BERRY

NIGHT SHADE  
SNATCH  
WILL-O-WISP  
DESTINY BOND

GHOST

GHOST  
DARK  
FIRE  
GHOST

## BATTLE 64: LARIAL TEACHER ♀

### SLAKING ♂



ABILITY: TRUANT  
ITEM: PECHA BERRY

COVET  
SLACK OFF  
SWAGGER  
YAWN

NORMAL

NORMAL  
NORMAL  
NORMAL  
NORMAL

### JUMPLUFF ♀



ABILITY: CHLOROPHYLL  
ITEM: RAWST BERRY

HELPING HAND  
LEECH SEED  
PROTECT  
SYNTHESIS

GRASS-FLYING

NORMAL  
GRASS  
NORMAL  
GRASS

### XATU ♂



ABILITY: EARLY BIRD  
ITEM: CHERI BERRY

NIGHT SHADE  
FUTURE SIGHT  
CONFUSE RAY  
SHADOW BALL

PSYCHIC-FLYING

GHOST  
PSYCHIC  
GHOST  
GHOST

### RHYDON ♂



ABILITY: LIGHTNINGROD  
ITEM: SITRUS BERRY

ROCK BLAST  
BRICK BREAK  
PROTECT  
ROCK ROMB

GROUND-ROCK

ROCK  
FIGHTING  
NORMAL  
ROCK

### GYARADOS ♂



ABILITY: INTIMIDATE  
ITEM: MYSTIC WATER

BITE  
DRAGON DANCE  
WATER PULSE  
STRENGTH

WATER-FLYING

DARK  
DRAGON  
WATER  
NORMAL

## BATTLE 65: AREK HUNTER ♂

### DELIBIRD ♂



ABILITY: HUSTLE  
ITEM: CHERI BERRY

FUTURE SIGHT  
RETURN  
PRESENT  
FOCUS PUNCH

ICE-FLYING

PSYCHIC  
NORMAL  
NORMAL  
FIGHTING

### DODRIO ♂



ABILITY: EARLY BIRD  
ITEM: SHARP BEAK

AERIAL ACE  
TORMENT  
STEEL WING  
HAZE

NORMAL-FLYING

FLYING  
DARK  
STEEL  
ICE

### MURKROW ♀



ABILITY: INSOMNIA  
ITEM: BLACKGLASSES

MIRROR MOVE  
FAINT ATTACK  
CALM MIND  
NIGHT SHADE

DARK-FLYING

FLYING  
DARK  
PSYCHIC  
GHOST

### ALTARIA ♀



ABILITY: NATURAL CURE  
ITEM: DRAGON FANG

AERIAL ACE  
DRAGONBREATH  
SING  
ASTONISH

WATER-FLYING

FLYING  
DRAGON  
NORMAL  
GHOST

### GLIGAR ♂



ABILITY: HYPER CUTTER  
ITEM: PERSIM BERRY

FAINT ATTACK  
SCREECH  
SLASH  
METAL CLAW

GROUND-FLYING

DARK  
NORMAL  
NORMAL  
STEEL

### PELIPPER ♂



ABILITY: KEEN EYE  
ITEM: SEA INCENSE

WATER PULSE  
SUPERSONIC  
WING ATTACK

WATER-FLYING







ICE  
WATER  
NORMAL  
FLYING









# BATTLE 66: MAZZEL ATHLETE ♀

<b>QUILAVA ♀</b>  ABILITY: BLAZE ITEM: BLACK BELT FLAME WHEEL CRUSH CLAW PROTECT BRICK BREAK FIRE NORMAL NORMAL FIGHTING	<b>SEALEO ♂</b>  ABILITY: THICK FAT ITEM: CHERI BERRY AURORA BEAM REST BODY SLAM SNORE ICE-WATER ICE PSYCHIC NORMAL NORMAL	<b>GIRAFARIG ♂</b>  ABILITY: EARLY BIRD ITEM: CHESTO BERRY PSYBEAM REST CRUNCH ODOR SLEUTH NORMAL-PSYCHIC PSYCHIC PSYCHIC DARK NORMAL
<b>MILTANK ♀</b>  ABILITY: THICK FAT ITEM: SPELL TAG SHADOW BALL REST BODY SLAM SLEEP TALK NORMAL GHOST PSYCHIC NORMAL NORMAL	<b>GOLEM ♂</b>  ABILITY: STURDY ITEM: RAWST BERRY SELFDESTRUCT MUD SPORT ROCK TOMB MAGNITUDE ROCK-GROUND NORMAL GROUND ROCK GROUND	<b>BAYLEEF ♂</b>  ABILITY: OVERGROW ITEM: SILK SCARF BODY SLAM GRASSWHISTLE GIGA DRAIN PROTECT GRASS NORMAL GRASS GRASS NORMAL



# BATTLE 67: VELIS BODYBUILDER ♀

<b>ARMALDO ♂</b>  ABILITY: BATTLE ARMOR ITEM: PECHA BERRY SLASH MUD SPORT ANCIENTPOWER SANDSTORM ROCK-BUG NORMAL GROUND ROCK ROCK	<b>CRADILY ♀</b>  ABILITY: SUCTION CUPS ITEM: RAWST BERRY ANCIENTPOWER INGRAIN GIGA DRAIN AMNESIA ROCK-GRASS ROCK GRASS GRASS PSYCHIC	<b>NOSEPASS ♂</b>  ABILITY: MAGNET PULL ITEM: ASPEAR BERRY FACADE ROCK THROW THUNDER WAVE SANDSTORM ROCK NORMAL ROCK ELECTRIC ROCK
<b>CORSOLA ♀</b>  ABILITY: HUSTLE ITEM: MYSTIC WATER BUBBLEBEAM STRENGTH MIRROR COAT REFRESH WATER-ROCK WATER NORMAL PSYCHIC NORMAL	<b>SUDOWOODO ♂</b>  ABILITY: ROCK HEAD ITEM: HARD STONE BLOCK LOW KICK MIMIC FLAIL ROCK NORMAL FIGHTING NORMAL NORMAL	<b>LAIRON ♂</b>  ABILITY: ROCK HEAD ITEM: SILK SCARF TAKE DOWN ROAR IRON DEFENSE METAL CLAW STEEL-ROCK NORMAL NORMAL STEEL STEEL







# BATTLE 68: WOGORT FUN OLD MAN ♂

<b>SHIFTRY ♀</b>  ABILITY: CHLOROPHYLL ITEM: LEPPA BERRY GIGA DRAIN FAKE OUT AERIAL ACE FAINT ATTACK GRASS-DARK GRASS NORMAL FLYING DARK	<b>MIGHTYENA ♂</b>  ABILITY: INTIMIDATE ITEM: PERSIM BERRY SUNNY DAY SHADOW BALL BITE YAWN DARK FIRE GHOST DARK NORMAL	<b>UMBREON ♀</b>  ABILITY: SYNCHRONIZE ITEM: LUM BERRY TOXIC SCREECH CONFUSE RAY MEAN LOOK DARK POISON NORMAL GHOST NORMAL
<b>ABSOL ♂</b>  ABILITY: PRESSURE ITEM: BLACKGLASSES SHADOW BALL FAINT ATTACK AERIAL ACE PERISH SONG DARK GHOST DARK FLYING NORMAL	<b>CACTURNE ♀</b>  ABILITY: SAND VEIL ITEM: RAWST BERRY SPIKES SAND-ATTACK TOXIC LEECH SEED GRASS-DARK GROUND GROUND POISON GRASS	<b>CRAWDAUNT ♀</b>  ABILITY: HYPER CUTTER ITEM: BLACK BELT BODY SLAM TAUNT DIVE BRICK BREAK WATER-DARK NORMAL DARK WATER FIGHTING

# BATTLE 69: DETTA COOLTRAINER ♀

<b>KINGDRA ♀</b>  ABILITY: SWIFT SWIM ITEM: DRAGON FANG TWISTER ICE BEAM DISABLE DIVE WATER-DRAGON DRAGON ICE NORMAL WATER	<b>GOLBAT ♂</b>  ABILITY: INNER FOCUS ITEM: SITRUS BERRY RAIN DANCE BITE AIR CUTTER POISON FANG POISON-FLYING WATER DARK FLYING POISON	<b>SWAMPERT ♂</b>  ABILITY: TORRENT ITEM: SOFT SAND MUD SHOT WATER PULSE MUD SPORT ROAR WATER-GROUND GROUND WATER GROUND NORMAL
<b>SKARMORY ♂</b>  ABILITY: STURDY ITEM: SHARP BEAK SPIKES ROAR AERIAL ACE FACADE STEEL-FLYING GROUND NORMAL FLYING NORMAL	<b>FERALIGATR ♂</b>  ABILITY: TORRENT ITEM: PERSIM BERRY SLASH SCREECH CRUNCH MUD SPORT WATER NORMAL NORMAL DARK GROUND	<b>STARMIE</b>  ABILITY: NATURAL CURE ITEM: CHERI BERRY BUBBLEBEAM RAIN DANCE CAMOUFLAGE ICE BEAM WATER-PSYCHIC WATER WATER NORMAL ICE

# BATTLE 70: LANGOT AREA LEADER ♀

<b>VILEPLUME ♀</b>  ABILITY: CHLOROPHYLL ITEM: RAWST BERRY FACADE SUNNY DAY GIGA DRAIN TOXIC GRASS-POISON NORMAL FIRE GRASS POISON	<b>ALTARIA ♀</b>  ABILITY: NATURAL CURE ITEM: SPELL TAG DRAGONBREATH SING ASTONISH SECRET POWER DRAGON-FLYING DRAGON NORMAL GHOST NORMAL	<b>URSARING ♂</b>  ABILITY: GUTS ITEM: SILK SCARF LICK REST SLASH SLEEP TALK NORMAL GHOST PSYCHIC NORMAL NORMAL
<b>FURRET ♂</b>  ABILITY: KEEN EYE ITEM: PERSIM BERRY HELPING HAND QUICK ATTACK SLAM ASSIST NORMAL NORMAL NORMAL NORMAL	<b>BANETTE ♂</b>  ABILITY: INSOMNIA ITEM: TWISTEDSPOON WILL-O-WISP PSYCHIC SKILL SWAP DISABLE GHOST FIRE PSYCHIC PSYCHIC NORMAL	<b>GOLEM ♀</b>  ABILITY: ROCK HEAD ITEM: CHESTO BERRY ATTRACT DOUBLE-EDGE REST ROCK TOMB ROCK-GROUND NORMAL NORMAL PSYCHIC ROCK



# AREA 8

POKé COUPON: 2,000 points

## BATTLE 71: HITES ROLLER BOY ♂

### MEDICHAM ♀



ABILITY: PURE POWER  
ITEM: SALAC BERRY

FIGHTING-PSYCHIC  
MIND READER  
HI JUMP KICK  
DYNAMICPUNCH  
DETECT  
NORMAL  
FIGHTING  
FIGHTING  
FIGHTING

### PORYGON2



ABILITY: TRACE  
ITEM: PERSIM BERRY

LOCK-ON  
BLIZZARD  
ZAP CANNON  
CONVERSION 2  
NORMAL  
NORMAL  
ICE  
ELECTRIC  
NORMAL

### NOSEPASS ♂



ABILITY: MAGNET PULL  
ITEM: MAGNET

LOCK-ON  
TORMENT  
ZAP CANNON  
BLOCK  
ROCK  
NORMAL  
DARK  
ELECTRIC  
NORMAL

### BRELOOM ♂



ABILITY: EFFECT SPORE  
ITEM: LAX INCENSE

GRASS-FIGHTING  
MIND READER  
SPORE  
IRON TAIL  
HEADBUTT  
NORMAL  
GRASS  
STEEL  
NORMAL

### MAGNETON



ABILITY: STURDY  
ITEM: RAWST BERRY

LOCK-ON  
TRI ATTACK  
ZAP CANNON  
PROTECT  
ELECTRIC-STEEL  
NORMAL  
NORMAL  
ELECTRIC  
NORMAL

### MASQUERAIN ♀



ABILITY: INTIMIDATE  
ITEM: NEVERMELTICE

MIND READER  
STUN SPORE  
BLIZZARD  
HYDRO PUMP  
BUG-FLYING  
NORMAL  
GRASS  
ICE  
WATER

## BATTLE 72: GOHON FUN OLD LADY ♀

### RAICHU ♂



ABILITY: STATIC  
ITEM: BRIGHT POWDER

THUNDER  
LIGHT SCREEN  
THUNDER WAVE  
REVERSAL  
ELECTRIC  
PSYCHIC  
ELECTRIC  
FIGHTING

### GOLDUCK ♂



ABILITY: DAMP  
ITEM: TWISTEDSPOON

WATERFALL  
TAIL WHIP  
PSYCHIC  
DISABLE  
WATER  
NORMAL  
PSYCHIC  
NORMAL

### DONPHAN ♀



ABILITY: STURDY  
ITEM: HARD STONE

EARTHQUAKE  
DEFENSE CURL  
COUNTER  
ROLLOUT  
GROUND  
GROUND  
NORMAL  
FIGHTING  
ROCK

### PINSIR ♂



ABILITY: HYPER CUTTER  
ITEM: BLACK BELT

REVENGE  
TOXIC  
STRENGTH  
SWORDS DANCE  
BUG  
FIGHTING  
POISON  
NORMAL  
NORMAL

### GROVYLE ♀



ABILITY: OVERGROW  
ITEM: DRAGON FANG

GIGA DRAIN  
SAFEGUARD  
DRAGONBREATH  
RAIN DANCE  
GRASS  
NORMAL  
DRAGON  
WATER

### WIGGLYTUFF ♀



ABILITY: CUTE CHARM  
ITEM: SITRUS BERRY

MIMIC  
BODY SLAM  
PERISH SONG  
ROLLOUT  
NORMAL  
NORMAL  
NORMAL  
ROCK

## BATTLE 73: LAZKO BODYBUILDER ♂

### BLAZIKEN ♂



ABILITY: BLAZE  
ITEM: LEFTOVERS

COUNTER  
SLASH  
SKY UPPERCUT  
PECK  
FIRE-FIGHTING  
FIGHTING  
NORMAL  
FIGHTING  
FLYING

### VIGOROTH ♂



ABILITY: VITAL SPIRIT  
ITEM: FOCUS BAND

COUNTER  
FLAIL  
ENDURE  
ENCORE  
NORMAL  
FIGHTING  
NORMAL  
NORMAL  
NORMAL

### HARIYAMA ♂



ABILITY: THICK FAT  
ITEM: KING'S ROCK

COUNTER  
VITAL THROW  
FAKE OUT  
WHIRLWIND  
FIGHTING  
FIGHTING  
NORMAL  
NORMAL  
NORMAL

### WOBBUFFET ♂



ABILITY: SHADOW TAG  
ITEM: QUICK CLAW

COUNTER  
DESTINY BOND  
MIRROR COAT  
ENCORE  
PSYCHIC  
FIGHTING  
GHOST  
PSYCHIC  
NORMAL

### TENTACRUEL ♀



ABILITY: CLEAR BODY  
ITEM: LUM BERRY

MIRROR COAT  
HYDRO PUMP  
BARRIER  
ACID  
WATER-POISON  
PSYCHIC  
WATER  
PSYCHIC  
POISON

### MILOTIC ♀



ABILITY: MARVEL SCALE  
ITEM: SITRUS BERRY

MIRROR COAT  
TWISTER  
HYDRO PUMP  
REFRESH  
WATER  
PSYCHIC  
DRAGON  
WATER  
NORMAL

## BATTLE 74: PUROS RICH BOY ♂

### BRELOOM ♂



ABILITY: EFFECT SPORE  
ITEM: BLACK BELT

SPORE  
COUNTER  
FOCUS PUNCH  
RETURN  
GRASS  
FIGHTING  
FIGHTING  
NORMAL

### GARDEVOIR ♀



ABILITY: SYNCHRONIZE  
ITEM: PERSIM BERRY

DREAM EATER  
PSYCHIC  
HYPNOSIS  
SHOCK WAVE  
PSYCHIC  
PSYCHIC  
PSYCHIC  
ELECTRIC

### LUDICOLO ♂



ABILITY: RAIN DISH  
ITEM: SEA INCENSE

PROTECT  
EARTHQUAKE  
LEECH SEED  
RAIN DANCE  
WATER-GRASS  
NORMAL  
WATER  
GRASS  
WATER

### WEEZING ♀



ABILITY: LEVITATE  
ITEM: —

WILL-O-WISP  
FACADE  
SLUDGE BOMB  
THIEF  
POISON  
FIRE  
NORMAL  
POISON  
DARK

### FORRETRESS ♂



ABILITY: STURDY  
ITEM: CHERI BERRY

SELFDESTRUCT  
TOXIC  
PROTECT  
SPIKES  
BUG-STEEL  
NORMAL  
POISON  
NORMAL  
GROUND

### SHUCKLE ♀



ABILITY: STURDY  
ITEM: LEFTOVERS

WRAP  
PROTECT  
TOXIC  
ENCORE  
BUG-ROCK  
NORMAL  
NORMAL  
POISON  
NORMAL

## BATTLE 75: KRIGON CHASER ♂

### TYPHLOSION ♀



ABILITY: BLAZE  
ITEM: BRIGHT POWDER

FLAMETHROWER  
REVERSAL  
QUICK ATTACK  
ATTRACT  
FIRE  
FIGHTING  
NORMAL  
NORMAL

### MISDREAVUS ♀



ABILITY: LEVITATE  
ITEM: LUM BERRY

PAIN SPLIT  
CONFUSE RAY  
DESTINY BOND  
SKILL SWAP  
GHOST  
NORMAL  
GHOST  
GHOST  
PSYCHIC

### CAMERUPT ♀



ABILITY: MAGMA ARMOR  
ITEM: LAX INCENSE

DOUBLE-EDGE  
EARTHQUAKE  
FLAMETHROWER  
SCARY FACE  
FIRE-GROUND  
NORMAL  
GROUND  
FIRE  
NORMAL

### LUNATONE



ABILITY: LEVITATE  
ITEM: TWISTEDSPOON

SKILL SWAP  
LIGHT SCREEN  
PSYCHIC  
TOXIC  
ROCK-PSYCHIC  
PSYCHIC  
PSYCHIC  
POISON

### AMPHAROS ♂



ABILITY: STATIC  
ITEM: SILK SCARF

THUNDER WAVE  
THUNDERBOLT  
LIGHT SCREEN  
BODY SLAM  
ELECTRIC  
ELECTRIC  
PSYCHIC  
NORMAL

### SOLROCK









ABILITY: LEVITATE  
ITEM: ASPEAR BERRY

HARDEN  
PSYCHIC  
SKILL SWAP  
COSMIC POWER  
ROCK-PSYCHIC  
NORMAL  
PSYCHIC  
PSYCHIC  
PSYCHIC








# BATTLE 76: ZELMO HUNTER ♀

<b>CHIMECHO ♂</b>  ABILITY: LEVITATE ITEM: TWISTED SPOON SKILL SWAP YAWN PSYCHIC HEAL BELL PSYCHIC NORMAL PSYCHIC NORMAL	<b>MAGNETON</b>  ABILITY: MAGNET PULL ITEM: MAGNET THUNDER SUPERSONIC METAL SOUND PROTECT ELECTRIC-STEEL ELECTRIC NORMAL STEEL NORMAL	<b>MANECTRIC ♂</b>  ABILITY: LIGHTNING ROD ITEM: KING'S ROCK THUNDERBOLT PROTECT CRUNCH THUNDER WAVE ELECTRIC NORMAL DARK ELECTRIC
<b>CLAYDOL</b>  ABILITY: LEVITATE ITEM: PERSIM BERRY SKILL SWAP COSMIC POWER PROTECT LIGHT SCREEN PSYCHIC PSYCHIC NORMAL PSYCHIC	<b>SCEPTILE ♂</b>  ABILITY: OVERGROW ITEM: LUM BERRY LEAF BLADE SLAM DRAGONBREATH DETECT GRASS NORMAL DRAGON FIGHTING	<b>FERALIGATR ♀</b>  ABILITY: TORRENT ITEM: QUICK CLAW HYDRO PUMP PROTECT CRUNCH ICE BEAM WATER NORMAL DARK ICE







# BATTLE 77: CHEAN WORKER ♂

<b>HUNTAIL ♀</b>  ABILITY: SWIFT SWIM ITEM: SCOPE LENS WATER PULSE BARRIER BITE SCREECH WATER PSYCHIC DARK NORMAL	<b>ELECTRODE</b>  ABILITY: STATIC ITEM: MAGNET RAIN DANCE THUNDER LIGHT SCREEN MIRROR COAT ELECTRIC ELECTRIC PSYCHIC PSYCHIC	<b>GOREBYSS ♀</b>  ABILITY: SWIFT SWIM ITEM: KING'S ROCK AMNESIA PSYCHIC WATER PULSE ICE BEAM WATER PSYCHIC WATER ICE
<b>RELICANTH ♂</b>  ABILITY: SWIFT SWIM ITEM: SEA INCENSE RAIN DANCE HYDRO PUMP SKULL BASH YAWN WATER-ROCK WATER WATER NORMAL NORMAL	<b>WAILORD ♀</b>  ABILITY: OBLIVIOUS ITEM: CHERI BERRY SWAGGER ROLLOUT WATER SPOUT RAIN DANCE WATER NORMAL ROCK WATER WATER	<b>OCTILLERY ♀</b>  ABILITY: SUCTION CUPS ITEM: NEVERMELTICE OCTAZOOKA HYPER BEAM AURORA BEAM THUNDER WAVE WATER NORMAL ICE ELECTRIC





# BATTLE 78: CRACE BANDANA GUY ♂

<b>MUK ♂</b>  ABILITY: STICKY HOLD ITEM: POISON BARB SLUDGE BOMB ACID ARMOR MEMENTO SHADOW PUNCH POISON POISON DARK GHOST	<b>GRUMPIG ♀</b>  ABILITY: OWN TEMPO ITEM: CHOICE BAND BOUNCE TRICK SKILL SWAP PSYCHIC PSYCHIC PSYCHIC PSYCHIC	<b>GLALIE ♀</b>  ABILITY: INNER FOCUS ITEM: RAWST BERRY SPIKES ICE BEAM CRUNCH ICY WIND ICE GROUND ICE DARK ICE
<b>LANTURN ♀</b>  ABILITY: VOLT ABSORB ITEM: CHERI BERRY RAIN DANCE WATER PULSE THUNDER PROTECT WATER-ELECTRIC WATER WATER ELECTRIC NORMAL	<b>NOCTOWL ♂</b>  ABILITY: INSOMNIA ITEM: LAX INCENSE DREAM EATER FORESIGHT HYPNOSIS REFLECT NORMAL-FLYING PSYCHIC NORMAL PSYCHIC PSYCHIC	<b>QUAGSIRE ♂</b>  ABILITY: DAMP ITEM: QUICK CLAW AMNESIA BODY SLAM EARTHQUAKE YAWN WATER-GROUND PSYCHIC NORMAL GROUND NORMAL

# BATTLE 79: JORNER RIDER ♀

<b>HERACROSS ♂</b>  ABILITY: SWARM ITEM: LUM BERRY MEGAHORN ENDURE COUNTER REVERSAL BUG-FIGHTING BUG NORMAL FIGHTING FIGHTING	<b>TOGETIC ♀</b>  ABILITY: SERENE GRACE ITEM: LAX INCENSE CHARM FOLLOW ME METRONOME SHADOW BALL NORMAL-FLYING NORMAL NORMAL NORMAL GHOST	<b>DODRIO ♂</b>  ABILITY: EARLY BIRD ITEM: SCOPE LENS TRI ATTACK ENDEAVOR AERIAL ACE ATTRACT NORMAL-FLYING NORMAL NORMAL FLYING NORMAL
<b>FLYGON ♂</b>  ABILITY: LEVITATE ITEM: DRAGON FANG SAND-ATTACK EARTHQUAKE DRAGONBREATH SAND TOMB GROUND-DRAGON GROUND GROUND DRAGON GROUND	<b>AGGRON ♂</b>  ABILITY: ROCK HEAD ITEM: METAL COAT TAKE DOWN IRON TAIL MUD SLAP PROTECT STEEL-ROCK NORMAL STEEL GROUND NORMAL	<b>ALAKAZAM ♀</b>  ABILITY: INNER FOCUS ITEM: CITRUS BERRY REFLECT PSYCHIC LIGHT SCREEN PROTECT PSYCHIC PSYCHIC PSYCHIC NORMAL

# BATTLE 80: MORTAC AREA LEADER ♂

<b>GARDEVOIR ♀</b>  ABILITY: SYNCHRONIZE ITEM: PERSIM BERRY IMPRISON THUNDERBOLT PSYCHIC PROTECT PSYCHIC ELECTRIC PSYCHIC NORMAL	<b>MUK ♂</b>  ABILITY: STICKY HOLD ITEM: QUICK CLAW IMPRISON TOXIC SLUDGE BOMB BRICK BREAK POISON PSYCHIC POISON POISON FIGHTING	<b>BANETTE ♂</b>  ABILITY: INSOMNIA ITEM: SILK SCARF IMPRISON HYPER BEAM SHADOW BALL HIDDEN POWER GHOST PSYCHIC NORMAL GHOST NORMAL
<b>DUSCLOPS ♀</b>  ABILITY: PRESSURE ITEM: LEFTOVERS IMPRISON ICE BEAM EARTHQUAKE PSYCHIC PSYCHIC ICE GROUND PSYCHIC	<b>MISDREAVUS ♀</b>  ABILITY: LEVITATE ITEM: MAGNET IMPRISON ATTRACT AERIAL ACE THUNDERBOLT GHOST PSYCHIC NORMAL FLYING ELECTRIC	<b>NINETALES ♀</b>  ABILITY: FLASH FIRE ITEM: BRIGHT POWDER IMPRISON REST FLAMETHROWER CONFUSE RAY FIRE PSYCHIC PSYCHIC FIRE GHOST



# AREA 9

POKé COUPON: 3,000 points

## BATTLE 81: GATIK ATHLETE ♂

### HERACROSS ♂



ABILITY: SWARM  
ITEM: FOCUS BAND

BUG-FIGHTING  
MEGAHORN  
EARTHQUAKE  
COUNTER  
BRICK BREAK  
BUG  
GROUND  
FIGHTING  
FIGHTING

### TROPIUS ♀



ABILITY: CHLOROPHYLL  
ITEM: QUICK CLAW

GRASS-FLYING  
MAGICAL LEAF  
EARTHQUAKE  
BODY SLAM  
NATURE POWER  
GRASS  
GROUND  
NORMAL  
NORMAL

### CHIMECHO ♂



ABILITY: LEVITATE  
ITEM: SHELL BELL

PSYCHIC  
HYPNOSIS  
HEAL BELL  
DREAM EATER  
GROWL  
PSYCHIC  
NORMAL  
PSYCHIC  
NORMAL

### SHARPEDO ♀



ABILITY: ROUGH SKIN  
ITEM: KING'S ROCK

WATER-DARK  
CRUNCH  
LEER  
HYDRO PUMP  
ICE BEAM  
DARK  
NORMAL  
WATER  
ICE

### SUNFLORA ♂



ABILITY: CHLOROPHYLL  
ITEM: LAX INCENSE

GRASS  
ENDEAVOR  
HELPING HAND  
SUNNY DAY  
SOLARBEAM  
NORMAL  
NORMAL  
FIRE  
GRASS

### DUSCLOPS ♀



ABILITY: PRESSURE  
ITEM: BRIGHT POWDER

GHOST  
ASTONISH  
SHADOW PUNCH  
SKILL SWAP  
CONFUSE RAY  
GHOST  
GHOST  
PSYCHIC  
GHOST

## BATTLE 82: KYLET LADY ♀

### PILOSWINE ♂



ABILITY: OBLIVIOUS  
ITEM: QUICK CLAW

ICE-GROUND  
MUD SHOT  
ROCK SLIDE  
DOUBLE-EDGE  
HIDDEN POWER  
GROUND  
ROCK  
NORMAL  
NORMAL

### GOLDUCK ♀



ABILITY: DAMP  
ITEM: SCOPE LENS

WATER  
PSYCHIC  
HYDRO PUMP  
LIGHT SCREEN  
HIDDEN POWER  
PSYCHIC  
WATER  
PSYCHIC  
NORMAL

### RAICHU ♂



ABILITY: STATIC  
ITEM: BRIGHT POWDER

ELECTRIC  
ENCORE  
THUNDERBOLT  
CHARGE  
HIDDEN POWER  
NORMAL  
ELECTRIC  
ELECTRIC  
NORMAL

### SHIFTRY ♀



ABILITY: CHLOROPHYLL  
ITEM: KING'S ROCK

GRASS-DARK  
SOLARBEAM  
SUNNY DAY  
AMNESIA  
HIDDEN POWER  
GRASS  
FIRE  
PSYCHIC  
NORMAL

### NINETALES ♀



ABILITY: FLASH FIRE  
ITEM: LAX INCENSE

FIRE  
HEAT WAVE  
HYPNOSIS  
FAINT ATTACK  
HIDDEN POWER  
FIRE  
PSYCHIC  
DARK  
NORMAL

### MILTANK ♀



ABILITY: THICK FAT  
ITEM: FOCUS BAND

NORMAL  
ENDURE  
HELPING HAND  
REVERSAL  
HIDDEN POWER  
NORMAL  
NORMAL  
FIGHTING  
NORMAL

## BATTLE 83: DUREL RESEARCHER ♂

### ZANGOOSE ♂



ABILITY: IMMUNITY  
ITEM: BRIGHT POWDER

NORMAL  
AERIAL ACE  
CRUSH CLAW  
SHADOW BALL  
TAUNT  
FLYING  
NORMAL  
GHOST  
DARK

### SEVIPER ♂



ABILITY: SHED SKIN  
ITEM: QUICK CLAW

POISON  
EARTHQUAKE  
SNATCH  
SLUDGE BOMB  
TAUNT  
GROUND  
DARK  
POISON  
DARK

### DONPHAN ♀



ABILITY: STURDY  
ITEM: LEFTOVERS

GROUND  
EARTHQUAKE  
GROWL  
ANCIENTPOWER  
DEFENSE CURL  
GROUND  
NORMAL  
ROCK  
NORMAL

### URSARING ♀



ABILITY: GUTS  
ITEM: SCOPE LENS

NORMAL  
SLASH  
FAINT ATTACK  
FAKE TEARS  
SEISMIC TOSS  
NORMAL  
DARK  
DARK  
FIGHTING

### SABLEYE ♂



ABILITY: KEEN EYE  
ITEM: KING'S ROCK

DARK-GHOST  
FAKE OUT  
DETECT  
SHADOW BALL  
CONFUSE RAY  
NORMAL  
FIGHTING  
GHOST  
GHOST

### MAWILE ♂



ABILITY: INTIMIDATE  
ITEM: SHELL BELL

STEEL  
ANCIENTPOWER  
SLUDGE BOMB  
IRON DEFENSE  
SECRET POWER  
ROCK  
POISON  
STEEL  
NORMAL

## BATTLE 84: VOLIVIA ST. PERFORMER ♀

### HERACROSS ♂



ABILITY: GUTS  
ITEM: SHELL BELL

BUG-FIGHTING  
EARTHQUAKE  
MEGAHORN  
FACADE  
BRICK BREAK  
GROUND  
BUG  
NORMAL  
FIGHTING

### SWELLOW ♀



ABILITY: GUTS  
ITEM: SCOPE LENS

NORMAL-FLYING  
FACADE  
ATTRACT  
AERIAL ACE  
PROTECT  
NORMAL  
NORMAL  
FLYING  
NORMAL

### MILOTIC ♀



ABILITY: MARVEL SCALE  
ITEM: LEFTOVERS

WATER  
MIRROR COAT  
TOXIC  
HYDRO PUMP  
RECOVER  
PSYCHIC  
POISON  
WATER  
NORMAL

### NINJASK ♂



ABILITY: SPEED BOOST  
ITEM: BRIGHT POWDER

BUG-FLYING  
TOXIC  
AERIAL ACE  
SILVER WIND  
PROTECT  
POISON  
FLYING  
BUG  
NORMAL

### WEEZING ♀



ABILITY: LEVITATE  
ITEM: SILK SCARF

POISON  
EXPLOSION  
TOXIC  
SLUDGE BOMB  
FIRE BLAST  
NORMAL  
POISON  
POISON  
FIRE

### NINETALES ♀



ABILITY: FLASH FIRE  
ITEM: WHITE HERB

FIRE  
OVERHEAT  
WILL-O-WISP  
PROTECT  
CONFUSE RAY  
FIRE  
FIRE  
NORMAL  
GHOST

## BATTLE 85: SPEZ HUNTER ♂

### METAGROSS



ABILITY: CLEAR BODY  
ITEM: LAX INCENSE

STEEL-PSYCHIC  
SANDSTORM  
METEOR MASH  
BRICK BREAK  
SHADOW BALL  
ROCK  
STEEL  
FIGHTING  
GHOST

### CACTURNE ♂



ABILITY: SAND VEIL  
ITEM: BRIGHT POWDER

GRASS-DARK  
SPIKES  
NEEDLE ARM  
FAINT ATTACK  
FOCUS PUNCH  
GROUND  
GRASS  
DARK  
FIGHTING

### SHUCKLE ♀



ABILITY: STURDY  
ITEM: CHESTO BERRY

BUG-ROCK  
ATTRACT  
TOXIC  
WRAP  
REST  
NORMAL  
POISON  
NORMAL  
PSYCHIC

### REGISTEEL



ABILITY: CLEAR BODY  
ITEM: LEFTOVERS

STEEL  
TOXIC  
IRON DEFENSE  
SUPERPOWER  
AMNESIA  
POISON  
STEEL  
FIGHTING  
PSYCHIC

### CRADILY ♀



ABILITY: SUCTION CUPS  
ITEM: CITRUS BERRY

ROCK-GRASS  
BARRIER  
CONFUSE RAY  
PROTECT  
TOXIC  
PSYCHIC  
GHOST  
NORMAL  
POISON

### ARMALDO ♀









ABILITY: BATTLE ARMOR  
ITEM: QUICK CLAW



ROCK-BUG  
EARTHQUAKE  
SANDSTORM  
ANCIENTPOWER  
FURY CUTTER  
GROUND  
ROCK  
ROCK  
BUG









## BATTLE 86: BOTKEN GUY ♂

<b>SCEPTILE ♂</b>  ABILITY: OVERGROW ITEM: FOCUS BAND GRASS GRASS DRAGON DARK NORMAL	<b>GRANBULL ♀</b>  ABILITY: INTIMIDATE ITEM: BRIGHT POWDER RETURN CHARM EARTHQUAKE METRONOME NORMAL NORMAL GROUND NORMAL	<b>SWAMPERT ♂</b>  ABILITY: TORRENT ITEM: CHESTO BERRY CURSE RETURN EARTHQUAKE REST ? NORMAL GROUND PSYCHIC
<b>REGIROCK</b>  ABILITY: CLEAR BODY ITEM: WHITE HERB SUPERPOWER CURSE ANCIENTPOWER ZAP CANNON ROCK ? ROCK ELECTRIC	<b>SKARMORY ♀</b>  ABILITY: KEEN EYE ITEM: LEFTOVERS DRILL PECK SWIFT TOXIC SPIKES STEEL-FLYING FLYING NORMAL POISON GROUND	<b>BLAZIKEN ♂</b>  ABILITY: BLAZE ITEM: SALAC BERRY BLAZE KICK ENDURE SUNNY DAY REVERSAL FIRE-FIGHTING FIRE NORMAL FIRE FIGHTING







## BATTLE 87: FELMON BODYBUILDER ♀

<b>CRAWDAUNT ♂</b>  ABILITY: HYPER CUTTER ITEM: QUICK CLAW CRABHAMMER BODY SLAM GUILLOTINE SWORDS DANCE WATER-DARK WATER NORMAL NORMAL NORMAL	<b>CLAYDOL</b>  ABILITY: LEVITATE ITEM: FOCUS BAND EARTHQUAKE PSYCHIC COSMIC POWER ROCK TOMB GROUND-PSYCHIC GROUND PSYCHIC PSYCHIC ROCK	<b>CROBAT ♂</b>  ABILITY: INNER FOCUS ITEM: KING'S ROCK CONFUSE RAY WING ATTACK POISON FANG BITE POISON-FLYING GHOST FLYING POISON DARK
<b>SLAKING ♂</b>  ABILITY: TRUANT ITEM: LUM BERRY SWAGGER YAWN SLACK OFF CUT NORMAL NORMAL NORMAL NORMAL	<b>EXPLOUD ♀</b>  ABILITY: SOUNDPROOF ITEM: BRIGHT POWDER HOWL SWAGGER HYPER BEAM ROAR NORMAL NORMAL NORMAL NORMAL	<b>LUDICOLO ♀</b>  ABILITY: SWIFT SWIM ITEM: SCOPE LENS FAKE OUT MEGA DRAIN NATURE POWER HYDRO PUMP WATER-GRASS NORMAL GRASS NORMAL WATER







## BATTLE 88: BOLZA HUNTER ♀

<b>SWELLOW ♀</b>  ABILITY: GUTS ITEM: BRIGHT POWDER SKY ATTACK HYPER BEAM GROWL ENDEAVOR NORMAL-FLYING FLYING NORMAL NORMAL NORMAL	<b>HARIYAMA ♂</b>  ABILITY: GUTS ITEM: LEFTOVERS HELPING HAND SEISMIC TOSS FAKE OUT PROTECT FIGHTING NORMAL FIGHTING NORMAL NORMAL	<b>MILTANK ♀</b>  ABILITY: THICK FAT ITEM: FOCUS BAND HELPING HAND SHADOW BALL ATTRACT BODY SLAM NORMAL NORMAL GHOST NORMAL NORMAL
<b>ALAKAZAM ♂</b>  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE PSYCHIC ICE PUNCH FIRE PUNCH ROLE PLAY PSYCHIC PSYCHIC ICE FIRE PSYCHIC	<b>JUMPLUFF ♀</b>  ABILITY: CHLOROPHYLL ITEM: LUM BERRY HELPING HAND TAIL WHIP ENCORE COTTON SPORE GRASS-FLYING NORMAL NORMAL NORMAL GRASS	<b>SHARPEDO ♂</b>  ABILITY: ROUGH SKIN ITEM: SCOPE LENS EARTHQUAKE HYDRO PUMP FRUSTRATION SWAGGER WATER-DARK GROUND WATER NORMAL NORMAL

## BATTLE 89: FINSON RIDER ♂

<b>TOGETIC ♂</b>  ABILITY: HUSTLE ITEM: LAX INCENSE FOLLOW ME DOUBLE-EDGE SUBSTITUTE WISH NORMAL-FLYING NORMAL NORMAL NORMAL NORMAL	<b>ABSOL ♀</b>  ABILITY: PRESSURE ITEM: QUICK CLAW SUBSTITUTE SNATCH BATON PASS SLASH DARK NORMAL DARK NORMAL NORMAL	<b>SHEDINJA</b>  ABILITY: WONDER GUARD ITEM: LUM BERRY SILVER WIND MIND READER SHADOW BALL BATON PASS BUG-GHOST BUG NORMAL GHOST NORMAL
<b>GOLDUCK ♀</b>  ABILITY: CLOUD NINE ITEM: BRIGHT POWDER HYDRO PUMP TAIL WHIP PSYCHIC PROTECT WATER WATER NORMAL PSYCHIC NORMAL	<b>WALREIN ♀</b>  ABILITY: THICK FAT ITEM: FOCUS BAND SHEER COLD AURORA BEAM YAWN SURF ICE-WATER ICE ICE NORMAL WATER	<b>SHUCKLE ♂</b>  ABILITY: STURDY ITEM: LEFTOVERS WRAP ENCORE TOXIC REST BUG-ROCK NORMAL NORMAL POISON PSYCHIC

## BATTLE 90: NEBLEK AREA LEADER ♂

<b>STARMIE</b>  ABILITY: NATURAL CURE ITEM: LUM BERRY WATERFALL THUNDER RAIN DANCE PROTECT WATER-PSYCHIC WATER ELECTRIC WATER NORMAL	<b>REGICE</b>  ABILITY: CLEAR BODY ITEM: LEFTOVERS ICE BEAM REST THUNDER RAIN DANCE ICE PSYCHIC ELECTRIC WATER	<b>PORYGON2</b>  ABILITY: TRACE ITEM: LIECHI BERRY TRI ATTACK RECYCLE RECOVER THUNDER NORMAL NORMAL NORMAL ELECTRIC
<b>ELECTRODE</b>  ABILITY: SOUNDPROOF ITEM: SITRUS BERRY THUNDER PROTECT SCREECH SWIFT ELECTRIC ELECTRIC NORMAL NORMAL NORMAL	<b>MAGNETON</b>  ABILITY: MAGNET PULL ITEM: BRIGHT POWDER SUPERSONIC SCREECH THUNDER TRI ATTACK ELECTRIC-STEEL NORMAL NORMAL ELECTRIC NORMAL	<b>SOLROCK</b>  ABILITY: LEVITATE ITEM: SILK SCARF FLAMETHROWER PSYCHIC COSMIC POWER REFLECT ROCK-PSYCHIC FIRE PSYCHIC PSYCHIC PSYCHIC



# AREA 10 POKé COUPON: 5,000 points

## BATTLE 91: BOREN GLASSES MAN ♂

### METAGROSS

STEEL-PSYCHIC



ABILITY: CLEAR BODY  
ITEM: QUICK CLAW

BRICK BREAK  
METAL CLAW  
AERIAL ACE  
REST  
FIGHTING  
STEEL  
FLYING  
PSYCHIC

### WALREIN ♂

ICE-WATER



ABILITY: THICK FAT  
ITEM: SHELL BELL

BLIZZARD  
FISSURE  
WATERFALL  
SHEER COLD  
ICE  
GROUND  
WATER  
ICE

### GRANBULL ♂

NORMAL



ABILITY: INTIMIDATE  
ITEM: LAX INCENSE

SECRET POWER  
REST  
ROAR  
SHADOW BALL  
NORMAL  
PSYCHIC  
NORMAL  
GHOST

### LANTURN ♀

WATER-ELECTRIC



ABILITY: VOLT ABSORB  
ITEM: FOCUS BAND

THUNDERBOLT  
THUNDER WAVE  
SURF  
SCREECH  
ELECTRIC  
ELECTRIC  
WATER  
NORMAL

### DELICATY ♀

NORMAL



ABILITY: CUTE CHARM  
ITEM: BRIGHT POWDER

UPROAR  
ASSIST  
TAIL WHIP  
CHARM  
NORMAL  
NORMAL  
NORMAL  
NORMAL

### FLYCON ♀

GROUND-DRAGON



ABILITY: LEVITATE  
ITEM: SCOPE LENS

EARTHQUAKE  
SCREECH  
DRAGONBREATH  
SAND TOMB  
GROUND  
NORMAL  
DRAGON  
GROUND

## BATTLE 92: FLEGAL FUN OLD LADY ♀

### MEGANIUM ♀

GRASS



ABILITY: OVERGROW  
ITEM: BRIGHT POWDER

EARTHQUAKE  
SOLARBEAM  
BODY SLAM  
SYNTHESIS  
GROUND  
GRASS  
NORMAL  
GRASS

### TYPHLOSION ♂

FIRE



ABILITY: BLAZE  
ITEM: LAX INCENSE

FOCUS PUNCH  
EARTHQUAKE  
FLAMETHROWER  
RETURN  
FIGHTING  
GROUND  
FIRE  
NORMAL

### FERALIGATR ♂

WATER



ABILITY: TORRENT  
ITEM: KING'S ROCK

ANCIENTPOWER  
BRICK BREAK  
EARTHQUAKE  
RETURN  
ROCK  
FIGHTING  
GROUND  
NORMAL

### ESPEON ♀

PSYCHIC



ABILITY: SYNCHRONIZE  
ITEM: SCOPE LENS

PSYCHIC  
LIGHT SCREEN  
REFLECT  
ATTRACT  
PSYCHIC  
PSYCHIC  
PSYCHIC  
NORMAL

### UMBREON ♂

DARK



ABILITY: SYNCHRONIZE  
ITEM: LEFTOVERS

HELPING HAND  
SUNNY DAY  
TOXIC  
CONFUSE RAY  
NORMAL  
FIRE  
POISON  
GHOST

### URSARING ♂

NORMAL



ABILITY: GUTS  
ITEM: FOCUS BAND

SLASH  
BRICK BREAK  
EARTHQUAKE  
AERIAL ACE  
NORMAL  
FIGHTING  
GROUND  
FLYING

## BATTLE 93: ALEJA ATHLETE ♀

### LATIOS ♂

DRAGON-PSYCHIC



ABILITY: LEVITATE  
ITEM: CHESTO BERRY

LUSTER PURGE  
HELPING HAND  
DRAGONBREATH  
REFRESH  
PSYCHIC  
NORMAL  
DRAGON  
NORMAL

### SCEPTILE ♂

GRASS



ABILITY: OVERGROW  
ITEM: SCOPE LENS

LEAF BLADE  
SCREECH  
CRUNCH  
DETECT  
GRASS  
NORMAL  
DARK  
FIGHTING

### ARMALDO ♂

ROCK-BUG



ABILITY: BATTLE ARMOR  
ITEM: BRIGHT POWDER

ANCIENTPOWER  
FURY CUTTER  
SLASH  
PROTECT  
ROCK  
FIGHTING  
NORMAL  
NORMAL

### CAMERUPT ♀

FIRE-GROUND



ABILITY: MAGMA ARMOR  
ITEM: QUICK CLAW

EARTHQUAKE  
AMNESIA  
ERUPTION  
FOCUS ENERGY  
GROUND  
PSYCHIC  
FIRE  
NORMAL

### GLALIE ♀

ICE



ABILITY: INNER FOCUS  
ITEM: FOCUS BAND

ICE BEAM  
ICY WIND  
CRUNCH  
DOUBLE TEAM  
ICE  
ICE  
DARK  
NORMAL

### MANECTRIC ♀

ELECTRIC



ABILITY: LIGHTNINGROD  
ITEM: LAX INCENSE

THUNDERBOLT  
PROTECT  
CRUNCH  
THUNDER WAVE  
ELECTRIC  
NORMAL  
DARK  
ELECTRIC

## BATTLE 94: ELNOR TEACHER ♀

### NINJASK ♂

BUG-FLYING



ABILITY: SPEED BOOST  
ITEM: SCOPE LENS

SILVER WIND  
SHADOW BALL  
AERIAL ACE  
DIG  
BUG  
GHOST  
FLYING  
GROUND

### LATIAS ♀

DRAGON-PSYCHIC



ABILITY: LEVITATE  
ITEM: LAX INCENSE

HELPING HAND  
CHARM  
MIST BALL  
DRAGONBREATH  
NORMAL  
NORMAL  
PSYCHIC  
DRAGON

### KINGDRA ♀

WATER-DRAGON



ABILITY: SWIFT SWIM  
ITEM: LEFTOVERS

HYDRO PUMP  
RAIN DANCE  
DRAGONBREATH  
TWISTER  
WATER  
WATER  
DRAGON  
DRAGON

### GOLEM ♀

ROCK-GROUND



ABILITY: ROCK HEAD  
ITEM: FOCUS BAND

EARTHQUAKE  
DOUBLE-EDGE  
ROCK BLAST  
MUD SPORT  
GROUND  
NORMAL  
ROCK  
GROUND

### AMPHAROS ♀

ELECTRIC



ABILITY: STATIC  
ITEM: QUICK CLAW

THUNDERPUNCH  
REFLECT  
THUNDER WAVE  
BODY SLAM  
ELECTRIC  
PSYCHIC  
ELECTRIC  
NORMAL

### PORYGON2

NORMAL



ABILITY: TRACE  
ITEM: LUM BERRY

PSYCHIC  
RECOVER  
TRI ATTACK  
CONVERSION  
PSYCHIC  
NORMAL  
NORMAL  
NORMAL

## BATTLE 95: FREYER FUN OLD MAN ♂

### RHYDON ♂

GROUND-ROCK



ABILITY: LIGHTNINGROD  
ITEM: QUICK CLAW

EARTHQUAKE  
ROCK BLAST  
MEGAHORN  
PROTECT  
GROUND  
ROCK  
BUG  
NORMAL

### MANECTRIC ♀

ELECTRIC



ABILITY: LIGHTNINGROD  
ITEM: BRIGHT POWDER

THUNDERBOLT  
PROTECT  
CRUNCH  
ROAR  
ELECTRIC  
NORMAL  
DARK  
NORMAL

### FLYCON ♂

GROUND-DRAGON



ABILITY: LEVITATE  
ITEM: SCOPE LENS

EARTHQUAKE  
DRAGON CLAW  
FIRE BLAST  
CRUNCH  
GROUND  
DRAGON  
FIRE  
DARK

### GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE  
ITEM: KING'S ROCK

EARTHQUAKE  
DRAGON DANCE  
RETURN  
HYDRO PUMP  
GROUND  
DRAGON  
NORMAL  
WATER

### MANTINE ♀

WATER-FLYING



ABILITY: WATER ABSORB  
ITEM: LEFTOVERS

DOUBLE TEAM  
DIVE  
TOXIC  
ATTRACT  
NORMAL  
WATER  
POISON  
NORMAL

### DODRIO ♂

NORMAL-FLYING









ABILITY: EARLY BIRD  
ITEM: LAX INCENSE







RETURN  
PROTECT  
DRILL PECK  
HAZE  
NORMAL  
NORMAL  
FLYING  
ICE









# BATTLE 96: ATILO COOLTRAINER ♀

<b>JIRACHI</b>  ABILITY: SERENE GRACE ITEM: BRIGHT POWDER PSYCHIC HELPING HAND DOOM DESIRE WATER PULSE PSYCHIC NORMAL STEEL WATER	<b>ESPEON ♀</b>  ABILITY: SYNCHRONIZE ITEM: SCOPE LENS PSYCHIC SAND-ATTACK BITE HELPING HAND PSYCHIC GROUND DARK NORMAL	<b>XATU ♀</b>  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE GIGA DRAIN NIGHT SHADE PSYCHIC CONFUSE RAY GRASS GHOST PSYCHIC GHOST
<b>MEDICHAM ♂</b>  ABILITY: PURE POWER ITEM: QUICK CLAW FAKE OUT BRICK BREAK SHADOW BALL DETECT NORMAL FIGHTING GHOST FIGHTING	<b>GARDEVOIR ♂</b>  ABILITY: SYNCHRONIZE ITEM: CHOICE BAND PSYCHIC PROTECT CALM MIND THUNDERBOLT PSYCHIC NORMAL PSYCHIC ELECTRIC	<b>GIRAFARIG ♀</b>  ABILITY: INNER FOCUS ITEM: KING'S ROCK PSYCHIC CRUNCH THUNDERBOLT MAGIC COAT NORMAL-PSYCHIC PSYCHIC DARK ELECTRIC PSYCHIC







# BATTLE 97: DESID COOLTRAINER ♂

<b>SUICUNE</b>  ABILITY: PRESSURE ITEM: LEFTOVERS ICE BEAM RAIN DANCE WATERFALL PROTECT WATER WATER WATER NORMAL	<b>RAIKOU</b>  ABILITY: PRESSURE ITEM: SCOPE LENS THUNDERBOLT REFLECT PROTECT LEER ELECTRIC PSYCHIC NORMAL NORMAL	<b>ENTEI</b>  ABILITY: PRESSURE ITEM: BRIGHT POWDER FIRE BLAST SOLARBEAM PROTECT SUNNY DAY FIRE FIRE GRASS NORMAL FIRE
<b>AGGRON ♂</b>  ABILITY: ROCK HEAD ITEM: QUICK CLAW EARTHQUAKE DOUBLE-EDGE IRON TAIL ROCK TOMB STEEL-ROCK GROUND NORMAL STEEL ROCK	<b>DONPHAN ♀</b>  ABILITY: STURDY ITEM: FOCUS BAND EARTHQUAKE ANCIENTPOWER DOUBLE-EDGE PROTECT GROUND GROUND ROCK NORMAL NORMAL	<b>SALAMENCE ♂</b>  ABILITY: INTIMIDATE ITEM: LAX INCENSE EARTHQUAKE AERIAL ACE BRICK BREAK FRUSTRATION DRAGON-FLYING GROUND FLYING FIGHTING NORMAL







# BATTLE 98: POLET ROLLER BOY ♂

<b>GROUDON</b>  ABILITY: DROUGHT ITEM: QUICK CLAW EARTHQUAKE ANCIENTPOWER FIRE BLAST SLASH GROUND GROUND ROCK FIRE NORMAL	<b>SHIFTRY ♂</b>  ABILITY: CHLOROPHYLL ITEM: SILK SCARF EXPLOSION FAKE OUT SOLARBEAM EXTRASENSORY GRASS-DARK NORMAL NORMAL GRASS PSYCHIC	<b>VILEPLUME ♀</b>  ABILITY: CHLOROPHYLL ITEM: SCOPE LENS SOLARBEAM HIDDEN POWER SLUDGE BOMB CHARM GRASS-POISON GRASS NORMAL POISON NORMAL
<b>CASTFORM ♂</b>  ABILITY: FORECAST ITEM: BRIGHT POWDER WEATHER BALL SOLARBEAM THUNDER SUNNY DAY NORMAL NORMAL GRASS ELECTRIC FIRE	<b>ALAKAZAM ♀</b>  ABILITY: INNER FOCUS ITEM: LAX INCENSE PSYCHIC THUNDERPUNCH FIRE PUNCH DISABLE PSYCHIC ELECTRIC FIRE NORMAL	<b>HOUDOON ♂</b>  ABILITY: FLASH FIRE ITEM: WHITE HERB CRUNCH SOLARBEAM OVERHEAT PROTECT DARK-FIRE DARK GRASS FIRE NORMAL

# BATTLE 99: FOALCK BODYBUILDER ♂

<b>KYOGRE</b>  ABILITY: DRIZZLE ITEM: BRIGHT POWDER HYDRO PUMP ICE BEAM THUNDER EARTHQUAKE WATER WATER ICE ELECTRIC GROUND	<b>SEAKING ♀</b>  ABILITY: SWIFT SWIM ITEM: LAX INCENSE HORN DRILL ICE BEAM HYDRO PUMP RAIN DANCE WATER NORMAL ICE WATER WATER	<b>RELICANTH ♂</b>  ABILITY: SWIFT SWIM ITEM: KING'S ROCK EARTHQUAKE YAWN DOUBLE-EDGE ROCK SLIDE WATER-ROCK GROUND NORMAL NORMAL ROCK
<b>GOREBYSS ♀</b>  ABILITY: SWIFT SWIM ITEM: SCOPE LENS PSYCHIC CONFUSE RAY HYDRO PUMP ICE BEAM WATER PSYCHIC GHOST WATER ICE	<b>HUNTAIL ♂</b>  ABILITY: SWIFT SWIM ITEM: FOCUS BAND SNATCH BATON PASS ROCK TOMB IRON DEFENSE WATER DARK NORMAL ROCK STEEL	<b>MANTINE ♀</b>  ABILITY: SWIFT SWIM ITEM: LEFTOVERS MUD SPORT CONFUSE RAY HYDRO PUMP PROTECT WATER-FLYING GROUND GHOST WATER NORMAL

# BATTLE 100: INITY MT.BTLMMASTER ♂

<b>SALAMENCE ♂</b>  ABILITY: INTIMIDATE ITEM: BRIGHT POWDER DRAGON CLAW FLAMETHROWER CRUNCH HYDRO PUMP DRAGON-FLYING DRAGON FIRE DARK WATER	<b>STARMIE</b>  ABILITY: NATURAL CURE ITEM: LAX INCENSE PSYCHIC HYDRO PUMP THUNDERBOLT ICE BEAM WATER-PSYCHIC PSYCHIC WATER ELECTRIC ICE	<b>MACHAMP ♀</b>  ABILITY: GUTS ITEM: FOCUS BAND CROSS CHOP FACADE EARTHQUAKE HYPER BEAM FIGHTING FIGHTING NORMAL GROUND NORMAL
<b>CROBAT ♀</b>  ABILITY: INNER FOCUS ITEM: SCOPE LENS SLUDGE BOMB SHADOW BALL AERIAL ACE CONFUSE RAY POISON-FLYING POISON GHOST FLYING GHOST	<b>RHYDON ♂</b>  ABILITY: LIGHTNINGROD ITEM: QUICK CLAW EARTHQUAKE MEGAHORN ROCK BLAST PROTECT GROUND-ROCK GROUND BUG ROCK NORMAL	<b>LUDICOLO ♀</b>  ABILITY: SWIFT SWIM ITEM: LEFTOVERS HYDRO PUMP GIGA DRAIN ICE BEAM FAKE OUT WATER-GRASS WATER GRASS ICE NORMAL



# THE POWER OF poké COUPONS

In the most intense fights, the balance of power is often shifted toward those who have the items and TMs available from the Poké Coupon Exchange. Exploit the system to its fullest in both Battle mode and Story mode to develop the toughest team on Orre's skirmish circuit.

## THE EXCHANGE OF POWER

The chilling Ice Beam attack and the Flinch-inflicting King's Rock held item—both are among the powerful things you can acquire for your team only by earning Poké Coupon points. You'll score them by emerging victorious on Mt. Battle in Story mode and beating Solo Battle challenges in Battle mode. Don't underestimate the held items and TMs that you can obtain—be sure to spend your points at the Poké Coupon Exchange. You can enter the Poké Coupon Exchange in Story mode via the Mt. Battle entry hall or through the menu option in Battle mode—the items are the same either way. Check out the full list of items on page 94 and their descriptions on pages 164 and 165.



In Story mode, you'll find the Poké Coupon Exchange on the right side of Mt. Battle's entry hall.



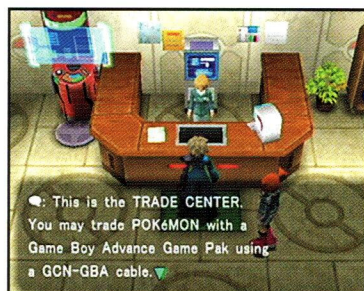
In Battle mode, you can use points that your Story mode team or your connected GBA teams have earned.

## CONNECT 'EM ALL!

The world of Pokémon is a vast, thriving place. If you connect Pokémon Colosseum to the games on the GBA, you can draw it all together with surprising results. Orre, Hoenn and Kanto—together the three regions provide a thrilling means for pursuing your dream to be the best Trainer anywhere.

## THE TRADE CENTER

After you defeat the ultimate boss at Realgam Tower in Story mode (see page 40), the Trade Center (see page 26) will open for business and you'll be able to trade Pokémon between Story mode and a linked Pokémon Ruby or Sapphire Pak. You can trade only Pokémon that have been fully purified, however, and you must abide by a few more conditions, noted on page 26.

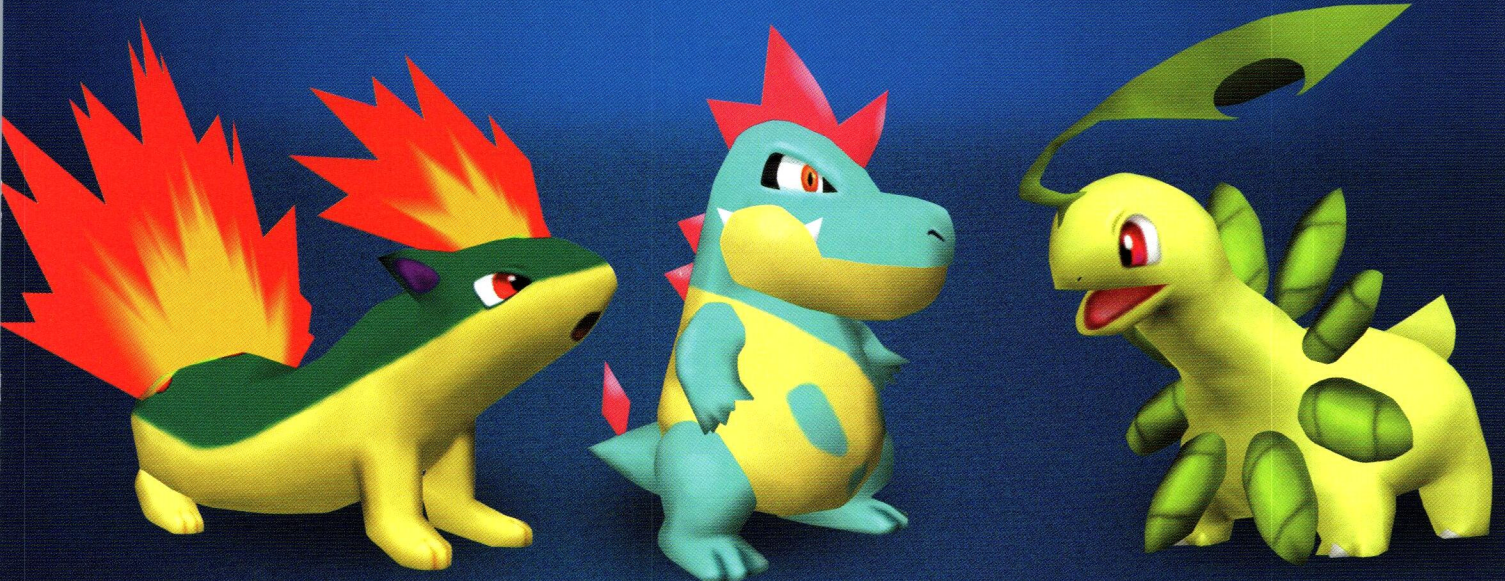


## HOENN'S DAY CARE IS KEY

Many of the Pokémon you can Snag in Story mode appeared in Pokémon Gold and Pokémon Silver originally. To get even more of Pokémon Gold and Silver's stars, you'll need to breed them at the Day Care in Pokémon Ruby and Sapphire. If you check in a female Snaggable Pokémon with a compatible male Pokémon, they may soon produce a Pokémon Egg that holds the female's pre-evolved form. For example, if you breed your female Bayleef, you can possibly hatch a Chikorita and bring it back into Pokémon Colosseum, too!



# POKéDEX



# READING THE pokédex

The Pokédex holds details on the 48 Pokémon that you can Snag—shown in the order that you'll likely meet them—plus four more that you'll get through other means. With all their data at your fingertips, you'll be able to push each of your Pokémon to its full potential.

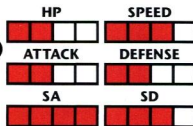
## STATISTIC GAUGES

A four-square rating system shows each Pokémon's stat strengths and weaknesses relative to other Pokémon at the same experience level. In the example, Espeon's gauges show that its Special Attack (SA) will generally be extraordinarily high, its Special Defense (SD) and Speed stats will tend to be good and its Hit Points (HP), Attack and Defense will generally be average.

## ESPEON

WITH YOU AT THE START (LEVEL 25)

TYPE: PSYCHIC ABILITY: SYNCHRONIZE



## LEVEL-UP MOVES

Each Pokémon will have an opportunity to learn a new move when it reaches a certain level. That level is displayed in the Level column. We also list the attack type and stats for each move: Basic Attack power (BA), Accuracy (AC) and Power Points (PP). Note: Some evolved Pokémon learn level-up moves later than unevolved Pokémon, and some evolved Pokémon will learn moves that their preevolved form can't.

### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CONFUSION	PSY	-	50	100	25
RETURN	NRM	-	-	100	20
REFLECT	PSY	-	-	-	20
HELPING HAND	NRM	-	-	100	20
SWIFT	NRM	30	60	-	20
PSYBEAM	PSY	36	65	100	20
PSYCH UP	NRM	42	-	-	10
PSYCHIC	PSY	47	90	100	10
MORNING SUN	NRM	52	-	-	5

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

## PHYSICAL ATTACKS & SPECIAL ATTACKS

Moves are displayed in either black or green. Those shown in black cause direct damage as a physical attack, in which the aggressor's Attack stat and the defender's Defense stat influence damage. Those attacks shown in green cause direct damage as a special attack—Special Attack and Special Defense play a part in determining the amount of damage.

## POKÉMON NAME & LEVEL, WAY TO OBTAIN, TYPE & ABILITY

You'll find the Pokémon in Orre through a variety of methods. The methods are listed for every Pokémon, along with useful info on its type(s) and its ability (which for some Pokémon will be one of two noted possibilities).

## TYPES

BUG	→	BUG
DRG	→	DRAGON
DRK	→	DARK
ELC	→	ELECTRIC
FIRE	→	FIRE
FLY	→	FLYING
FTG	→	FIGHTING
GHO	→	GHOST
GRD	→	GROUND
GRS	→	GRASS
ICE	→	ICE
NRM	→	NORMAL
PSN	→	POISON
PSY	→	PSYCHIC
RCK	→	ROCK
STL	→	STEEL
WTR	→	WATER

## TM MOVES

You can teach TM moves to your Pokémon if you have the proper Technical Machine. The possibilities open to the Pokémon are listed in order of TM number. The attack type and stats for each move are also listed.



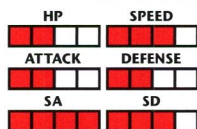
## pokémon INDEX

Name	Page
ABSOL.....	157
AIPOM.....	153
ALTARIA.....	149
AMPHAROS.....	144
ARIADOS.....	155
BAYLEEF.....	141
CROCONAW.....	143
DELIBIRD.....	156
DUNSPARCE.....	150
ENTEI.....	151
ESPEON.....	139
FERALIGATR.....	143
FLAAFFY.....	144
FLYGON.....	154
FORRETRESS.....	154
FURRET.....	146
GLIGAR.....	152
GRANBULL.....	155
HARIYAMA.....	141
HERACROSS.....	156
HITMONTOP.....	150
HO-OH.....	140
HOUNDOOM.....	158
JUMPLUFF.....	145
LEDIAN.....	151
MAGCARGO.....	146
MAKUHITA.....	141
MANTINE.....	147
MEDICHAM.....	149
MEDITITE.....	148
MEGANIUM.....	142
METAGROSS.....	158
MILTANK.....	157
MISDREAVUS.....	145
MURKROW.....	153
NOCTOWL.....	143
OCTILLERY.....	148
PILOSWINE.....	152
PLUSLE.....	140
QUAGSIRE.....	145
QUILAVA.....	142
QWILFISH.....	148
RAIKOU.....	155
REMORAID.....	147
SHUCKLE.....	160
SKARMORY.....	157
SKIPLOOM.....	144
SLUGMA.....	146
SMEARGLÉ.....	159
SNEASEL.....	153
STANTLER.....	152
SUDOWOODO.....	150
SUICUNE.....	151
SUNFLORA.....	156
SWABLU.....	149
TOGETIC.....	160
TROPIUS.....	159
TYPHLOSION.....	142
TYRANITAR.....	159
UMBREON.....	139
URSARING.....	159
VIBRAVA.....	154
YANMA.....	147

## ESPEON

WITH YOU AT THE START (LEVEL 25)

TYPE: PSYCHIC ABILITY: SYNCHRONIZE



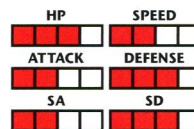
LEVEL-UP MOVES					
MOVE	TYPE	LEVEL	BA	AC	PP
CONFUSION	PSY	-	50	100	25
RETURN	NRM	-	-	100	20
REFLECT	PSY	-	-	-	20
HELPING HAND	NRM	-	-	100	20
SWIFT	NRM	30	60	-	20
PSYBEAM	PSY	36	65	100	20
PSYCH UP	NRM	42	-	-	10
PSYCHIC	PSY	47	90	100	10
MORNING SUN	NRM	52	-	-	5

TM MOVES					
#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

## UMBREON

WITH YOU AT THE START (LEVEL 26)

TYPE: DARK ABILITY: SYNCHRONIZE



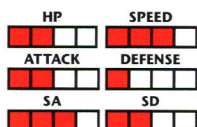
LEVEL-UP MOVES					
MOVE	TYPE	LEVEL	BA	AC	PP
BITE	DRK	-	60	100	25
SECRET POWER	NRM	-	70	100	20
TAUNT	DRK	-	-	100	20
SNATCH	DRK	-	-	100	10
CONFUSE RAY	GHO	30	-	100	10
FAINT ATTACK	DRK	36	60	-	20
MEAN LOOK	NRM	42	-	100	5
SCREECH	NRM	47	-	85	40
MOONLIGHT	NRM	52	-	-	5

TM MOVES					
#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
49	SNATCH	DRK	-	100	10

## PLUSLE

RECEIVE IN PYRITE TOWN (LEVEL 13)

TYPE: ELECTRIC ABILITY: PLUS



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
GROWL	NRM	-	-	100	40
THUNDER WAVE	ELC	-	-	100	20
QUICK ATTACK	NRM	-	40	100	30
HELPING HAND	NRM	-	-	100	20
SPARK	ELC	19	65	100	20
ENCORE	NRM	22	-	100	5
FAKE TEARS	DRK	28	-	100	20
CHARGE	ELC	31	-	100	20
THUNDER	ELC	37	120	70	10
BATON PASS	NRM	40	-	-	40
AGILITY	PSY	47	-	-	30

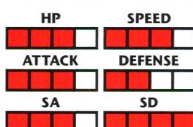
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## HO-OH

SEE THE INFO TO THE RIGHT (LEVEL 70)

TYPE: FIRE-FLYING ABILITY: PRESSURE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RECOVER	NRM	-	-	-	20
FIRE BLAST	FIRE	-	120	85	5
SUNNY DAY	FIRE	-	-	-	5
SWIFT	NRM	-	60	-	20
SACRED FIRE	FIRE	77	100	95	5
ANCIENTPOWER	RCK	88	60	100	5
FUTURE SIGHT	PSY	99	80	90	15

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
47	STEEL WING	STL	70	90	25
50	OVERHEAT	FIRE	140	90	5

## BURN UP THE FIELD WITH HO-OH

You can't Snag the legendary Ho-oh—it's far too wild and free. It will join your party, however, if you prove that you're the hottest stuff on the Trainer circuit. To accomplish that lofty goal, you'll need to complete two major objectives.

In Story mode: Fully purify all 48 Shadow Pokémon with the Relic Stone in Agate Village.

In Battle mode: Beat all 100 Trainers on Mt. Battle in either the Single Battle or Double Battle challenge, using only your team from Story mode. You can't use a team from Pokémon Ruby and Pokémon Sapphire if brought directly into Battle mode. You can use them if you bring them to Orre via the Trade Center in Phenac City, put them on your Story mode team, then take that team into Battle mode.

You can work toward completing both objectives simultaneously. But you must have the Story mode objective completed—and have a vacant spot in your PC's Pokémon Storage in Story mode—when you beat the 100th Trainer in Battle mode. If you don't have a vacant spot when you beat the final Trainer, Ho-oh won't be able to join your Pokémon collection and you'll need to start your climb up Mt. Battle over from the first battle.

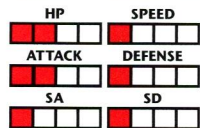


Ho-oh's Sacred Fire is among the most powerful moves. Though the spectacular strike causes a huge amount of Fire-type damage, Sacred Fire's true value lies in its much higher chance of inflicting a Burn condition on its target.



# MAKUHITA

**SNAG IN PHENAC CITY (LEVEL 30)**

TYPE: **FIGHTING** ABILITY: **THICK FAT/GUTS**


## LEVEL-UP MOVES

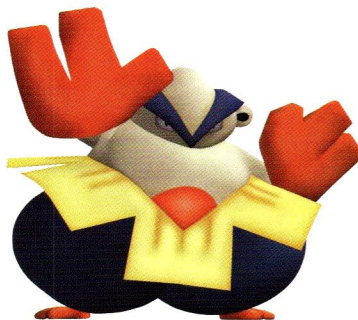
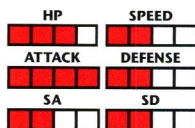
MOVE	TYPE	LEVEL	BA	AC	PP
FORESIGHT	NRM	-	-	100	40
FOCUS ENERGY	NRM	-	-	-	30
VITAL THROW	FTG	-	70	100	10
CROSS CHOP	FTG	-	100	80	5
SMELLINGSALT	NRM	31	60	100	10
BELLY DRUM	NRM	37	-	-	10
ENDURE	NRM	40	-	-	10
SEISMIC TOSS	FTG	46	-	100	20
REVERSAL	FTG	49	-	100	15

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

# HARIYAMA

**EVOLVES FROM MAKUHITA AT LEVEL 24**

TYPE: **FIGHTING** ABILITY: **THICK FAT/GUTS**


## LEVEL-UP MOVES

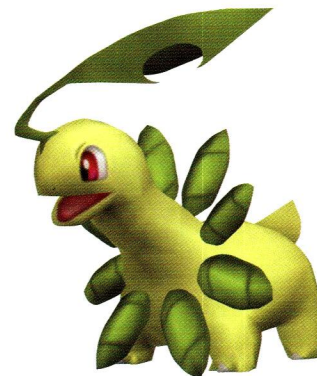
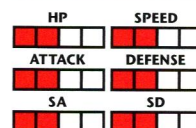
MOVE	TYPE	LEVEL	BA	AC	PP
FORESIGHT	NRM	-	-	100	40
FOCUS ENERGY	NRM	-	-	-	30
VITAL THROW	FTG	-	70	100	10
CROSS CHOP	FTG	-	100	80	5
SMELLINGSALT	NRM	33	60	100	10
BELLY DRUM	NRM	40	-	-	10
ENDURE	NRM	44	-	-	10
SEISMIC TOSS	FTG	51	-	100	20
REVERSAL	FTG	55	-	100	15

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

# BAYLEEF

**SNAG IN PHENAC CITY (LEVEL 30)**

TYPE: **GRASS** ABILITY: **OVERGROW**


## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SYNTHESIS	GRS	-	-	-	5
RAZOR LEAF	GRS	-	55	95	25
BODY SLAM	NRM	-	85	100	15
BODY SLAM	NRM	31	85	100	15
LIGHT SCREEN	PSY	39	-	-	30
SAFEGUARD	NRM	47	-	-	25
SOLARBEAM	GRS	55	120	100	10

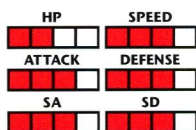
## TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## MEGANIUM

EVOLVES FROM BAYLEEF AT LEVEL 32

TYPE: GRASS ABILITY: OVERGROW



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SYNTHESIS	GRS	-	-	-	5
RAZOR LEAF	GRS	-	55	95	25
BODY SLAM	NRM	-	85	100	15
LIGHT SCREEN	PSY	41	-	-	30
SAFEGUARD	NRM	51	-	-	25
SOLARBEAM	GRS	61	120	100	10

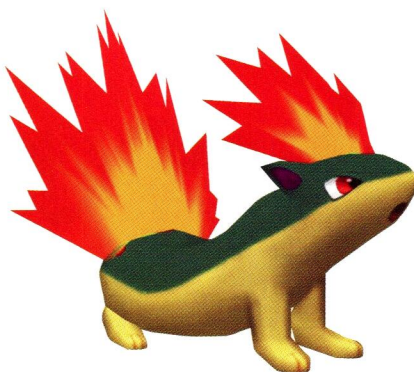
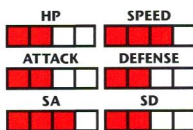
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## QUILAVA

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: FIRE ABILITY: BLAZE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SMOKESCREEN	NRM	-	-	100	20
DIG	GRD	-	60	100	10
FLAME WHEEL	FIRE	-	60	100	25
FLAME WHEEL	FIRE	31	60	100	25
SWIFT	NRM	42	60	-	20
FLAMETHROWER	FIRE	54	95	100	15

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

## TYPHLOSION

EVOLVES FROM QUILAVA (LEVEL 36)

TYPE: FIRE ABILITY: BLAZE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SMOKESCREEN	NRM	-	-	100	20
DIG	GRD	-	60	100	10
FLAME WHEEL	FIRE	-	60	100	25
SWIFT	NRM	45	60	-	20
FLAMETHROWER	FIRE	60	95	100	15

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5



**CROCONAW**

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: WATER ABILITY: TORRENT

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
SCARY FACE	NRM	-	-	90	10
BITE	DRK	-	60	100	25
SURF	WTR	-	95	100	15
SLASH	NRM	37	70	100	20
SCREECH	NRM	45	-	85	40
HYDRO PUMP	WTR	55	120	80	5

## TM MOVES

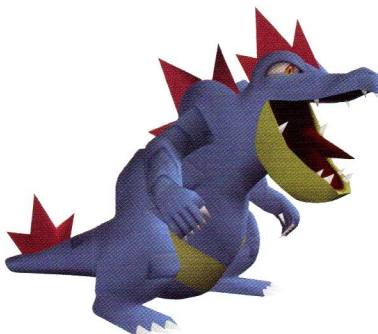
#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

**FERALIGATR**

EVOLVES FROM CROCONAW AT LEVEL 30

TYPE: WATER ABILITY: TORRENT

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
SCARY FACE	NRM	-	-	90	10
BITE	DRK	-	60	100	25
SURF	WTR	-	95	100	15
SLASH	NRM	38	70	100	20
SCREECH	NRM	47	-	85	40
HYDRO PUMP	WTR	58	120	80	5

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
02	DRAGON CLAW	DRG	80	100	15
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

**NOCTOWL**

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: NORMAL-FLYING ABILITY: INSOMNIA/KEEN EYE

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
STEEL WING	STL	-	70	90	25
HYPNOSIS	PSY	-	-	60	20
REFLECT	PSY	-	-	-	20
FLY	FLY	-	70	95	15
TAKE DOWN	NRM	33	90	85	20
CONFUSION	PSY	41	50	100	25
DREAM EATER	PSY	57	100	100	15

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

## FLAAFFY

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: ELECTRIC ABILITY: STATIC

HP	SPEED
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ATTACK	DEFENSE
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### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
THUNDERBOLT	ELC	-	95	100	15
THUNDER WAVE	ELC	-	-	100	20
COTTON SPORE	GRS	-	-	85	40
THUNDERSHOCK	ELC	-	40	100	30
LIGHT SCREEN	PSY	36	-	-	30
THUNDER	ELC	45	120	70	10

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## AMPHAROS

EVOLVES FROM FLAAFFY AT LEVEL 30

TYPE: ELECTRIC ABILITY: STATIC

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
THUNDERBOLT	ELC	-	95	100	15
THUNDER WAVE	ELC	-	-	100	20
COTTON SPORE	GRS	-	-	85	40
THUNDERSHOCK	ELC	-	40	100	30
LIGHT SCREEN	PSY	42	-	-	30
THUNDER	ELC	57	120	70	10

### TM MOVES

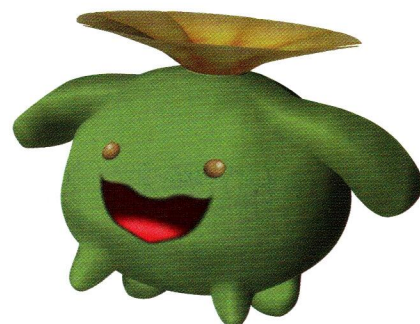
#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## SKIPLOOM

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SYNTHESIS	GRS	-	-	-	5
SLEEP POWDER	GRS	-	-	75	15
COTTON SPORE	GRS	-	-	85	40
MEGA DRAIN	GRS	-	40	100	10
MEGA DRAIN	GRS	36	40	100	10

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15



## JUMPLUFF

EVOLVES FROM SKIPLOOM AT LEVEL 27

TYPE: FLYING-GRASS ABILITY: CHLOROPHYLL

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SYNTHESIS	GRS	-	-	-	5
SLEEP POWDER	GRS	-	-	75	15
COTTON SPORE	GRS	-	-	85	40
MEGA DRAIN	GRS	-	40	100	10
COTTON SPORE	GRS	33	-	85	40
MEGA DRAIN	GRS	44	40	100	10

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## QUAGSIRE

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: WATER-GROUND ABILITY: DAMP/WATER ABSORB

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MUD SHOT	GRD	-	55	95	15
AMNESIA	PSY	-	-	-	20
SLAM	NRM	-	80	75	20
SURF	WTR	-	95	100	15
YAWN	NRM	35	-	100	10
EARTHQUAKE	GRD	42	100	100	10
RAIN DANCE	WTR	49	-	-	5
MIST	ICE	61	-	-	30
HAZE	ICE	61	-	-	30

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## MISDREAVUS

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: GHOST ABILITY: LEVITATE

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PSYBEAM	PSY	-	65	100	20
CONFUSE RAY	GHO	-	-	100	10
MEAN LOOK	NRM	-	-	100	5
SHADOW BALL	GHO	-	80	100	15
PAIN SPLIT	NRM	37	-	100	20
PERISH SONG	NRM	45	-	-	5
GRUDGE	GHO	53	-	100	5

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
48	SKILL SWAP	PSY	-	100	10
49	SNATCH	DRK	-	100	10

## SLUGMA

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: FIRE ABILITY: MAGMA ARMOR/FLAME BODY

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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## MAGCARGO

EVOLVES FROM SLUGMA AT LEVEL 38

TYPE: FIRE-ROCK ABILITY: MAGMA ARMOR/FLAME BODY

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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## FURRET

SNAG IN PYRITE TOWN (LEVEL 33)

TYPE: NORMAL ABILITY: RUN AWAY/KEEN EYE

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
YAWN	NRM	-	-	100	10
ROCK THROW	RCK	-	50	90	15
FLAMETHROWER	FIRE	-	95	100	15
FLAMETHROWER	FIRE	36	95	100	15
ROCK SLIDE	RCK	43	75	90	10
BODY SLAM	NRM	50	85	100	15

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
YAWN	NRM	-	-	100	10
ROCK THROW	RCK	-	50	90	15
FLAMETHROWER	FIRE	-	95	100	15
ROCK SLIDE	RCK	48	75	90	10
BODY SLAM	NRM	60	85	100	15

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
IRON TAIL	STL	-	100	75	15
HELPING HAND	NRM	-	-	100	20
QUICK ATTACK	NRM	-	40	100	30
STRENGTH	NRM	-	80	100	15
FOLLOW ME	NRM	37	-	100	20
REST	PSY	48	-	-	10
AMNESIA	PSY	59	-	-	2

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10



## YANMA

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: BUG-FLYING ABILITY: SPEED BOOST/COMPOUNDEYES

HP	SPEED
ATTACK	DEFENSE
SA	SD

## MANTINE

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: WATER-FLYING ABILITY: SWIFT SWIM/WATER ABSORB

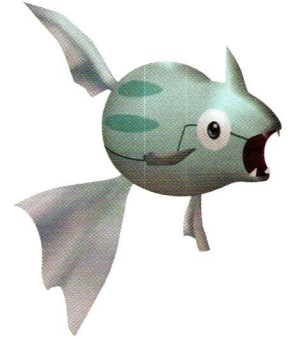
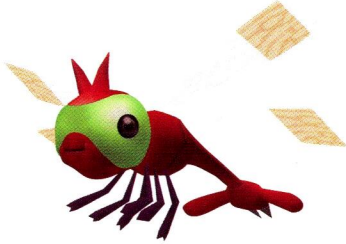
HP	SPEED
ATTACK	DEFENSE
SA	SD

## REMORAID

SNAG IN PYRITE BLDG. (LEVEL 20)

TYPE: WATER ABILITY: HUSTLE

HP	SPEED
ATTACK	DEFENSE
SA	SD



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
SUPERSONIC	NRM	-	-	55	20
SONICBOOM	NRM	-	-	90	20
UPROAR	NRM	-	50	100	10
UPROAR	NRM	37	50	100	10
WING ATTACK	FLY	43	60	100	35
SCREECH	NRM	49	-	85	40

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	15
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
WING ATTACK	FLY	-	60	100	35
SUPERSONIC	NRM	-	-	55	20
BUBBLEBEAM	WTR	-	65	100	20
TAKE DOWN	NRM	-	90	85	20
WING ATTACK	FLY	36	60	100	35
WATER PULSE	WTR	43	60	100	20
CONFUSE RAY	GHO	50	-	100	10

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BUBBLEBEAM	WTR	-	65	100	20
LOCK-ON	NRM	-	-	100	5
PSYBEAM	PSY	-	65	100	20
AURORA BEAM	ICE	-	65	100	20
PSYBEAM	PSY	22	65	100	20
AURORA BEAM	ICE	22	65	100	20
BUBBLEBEAM	WTR	22	65	100	20
FOCUS ENERGY	NRM	33	-	-	30
ICE BEAM	ICE	44	95	100	10
HYPER BEAM	NRM	55	150	90	5

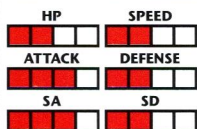
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

## OCTILLERY

EVOLVES FROM REMORAID AT LEVEL 25

TYPE: WATER ABILITY: SUCTION CUPS



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BUBBLEBEAM	WTR	-	65	100	20
LOCK-ON	NRM	-	-	100	5
PSYBEAM	PSY	-	65	100	20
AURORA BEAM	ICE	-	65	100	20
OCTAZOOKA	WTR	25	65	85	10
FOCUS ENERGY	NRM	38	-	-	30
ICE BEAM	ICE	54	95	100	10
HYPER BEAM	NRM	70	150	90	5

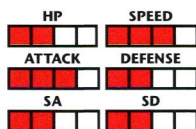
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
36	SLUDGE BOMB	PSN	90	100	10
38	FIRE BLAST	FIRE	120	85	5
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

## QWILFISH

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: WATER-POISON ABILITY: POISON POINT/SWIFT SWIM



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PIN MISSILE	BUG	-	14	85	20
MINIMIZE	NRM	-	-	-	20
POISON STING	PSN	-	15	100	35
SURF	WTR	-	95	100	15
TAKE DOWN	NRM	37	90	85	20
HYDRO PUMP	WTR	46	120	80	5

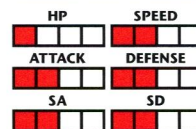
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
36	SLUDGE BOMB	PSN	90	100	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## MEDITITE

SNAG IN PYRITE CAVE (LEVEL 33)

TYPE: FIGHTING-PSYCHIC ABILITY: PURE POWER



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
CALM MIND	PSY	-	-	-	5
CONFUSION	PSY	-	50	100	25
HI JUMP KICK	FTG	-	85	90	20
PSYCH UP	NRM	38	-	-	10
REVERSAL	FTG	42	-	100	15
RECOVER	NRM	48	-	-	20

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10



<b>MEDICHAM</b>
<b>EVOLVES FROM MEDITITE AT LEVEL 37</b>
TYPE: <b>FIGHTING-PSYCHIC</b> ABILITY: <b>PURE POWER</b>

TYPE: **FIGHTING-PSYCHIC** ABILITY: **PURE POWER**

HP	SPEED
<div> <div></div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> <div></div> </div>
ATTACK	DEFENSE
<div> <div></div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> <div></div> </div>
SA	SD
<div> <div></div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> <div></div> </div>



<b>SWABLU</b>
<b>SNAG IN PYRITE CAVE (LEVEL 33)</b>
TYPE: <b>NORMAL-FLYING</b> ABILITY: <b>NATURAL CURE</b>

TYPE: **NORMAL-FLYING** ABILITY: **NATURAL CURE**

HP SPEED

ATTACK DEFENSE

SA SD



## ALTARIA

EVOLVES FROM SWABLU AT LEVEL 35

TYPE: **DRAGON-FLYING** ABILITY: **NATURAL CURE**

TYPE: **DRAGON-FLYING** ABILITY: **NATURAL CURE**

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
CALM MIND	PSY	-	-	-	5
CONFUSION	PSY	-	50	100	25
HI JUMP KICK	FTG	-	85	90	20
PSYCH UP	NRM	40	-	-	10
REVERSAL	FTG	46	-	100	15
RECOVER	NRM	54	-	-	20

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

MOVE	TYPE	LEVEL	BA	AC	PP
MIRROR MOVE	FLY	-	-	-	20
SING	NRM	-	-	55	15
SAFEGUARD	NRM	-	-	-	25
FLY	FLY	-	70	95	15
MIRROR MOVE	FLY	38	-	-	20
REFRESH	NRM	41	-	100	20
PERISH SONG	NRM	48	-	-	5

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

MOVE	TYPE	LEVEL	BA	AC	PP
MIRROR MOVE	FLY	-	-	-	20
SING	NRM	-	-	55	15
SAFEGUARD	NRM	-	-	-	25
FLY	FLY	-	70	95	15
DRAGON RAGE	DRG	35	-	100	10
DRAGON DANCE	DRG	40	-	-	20
REFRESH	NRM	45	-	100	20
PERISH SONG	NRM	54	-	-	5
SKY ATTACK	FLY	59	140	90	5

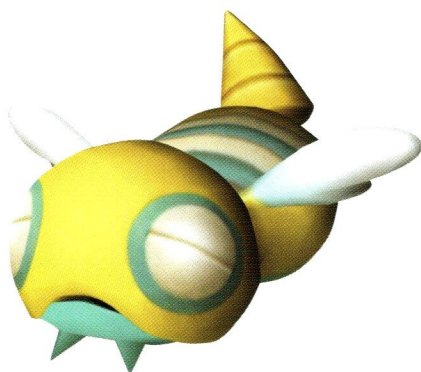
#	MOVE	TYPE	BA	AC	PP
02	DRAGON CLAW	DRG	80	100	15
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

## DUNSPARCE

SNAG IN PYRITE CAVE (LEVEL 33)

TYPE: NORMAL ABILITY: SERENE GRACE/RUN AWAY

HP	SPEED
ATTACK	DEFENSE
SA	SD



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SPITE	GHO	-	-	100	10
GLARE	NRM	-	-	75	30
YAWN	NRM	-	-	100	10
TAKE DOWN	NRM	-	90	85	20
TAKE DOWN	NRM	34	90	85	20
ENDEAVOR	NRM	41	-	100	5

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

## SUDOWOODO

SNAG IN PYRITE CAVE (LEVEL 35)

TYPE: ROCK ABILITY: STURDY/ROCK HEAD

HP	SPEED
ATTACK	DEFENSE
SA	SD



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FLAIL	NRM	-	-	100	15
BLOCK	NRM	-	-	100	5
LOW KICK	FTG	-	-	100	20
ROCK SLIDE	RCK	-	75	90	10
FAINT ATTACK	DRK	41	60	-	20
SLAM	NRM	49	80	75	20
DOUBLE-EDGE	NRM	57	120	100	15

### TM MOVES

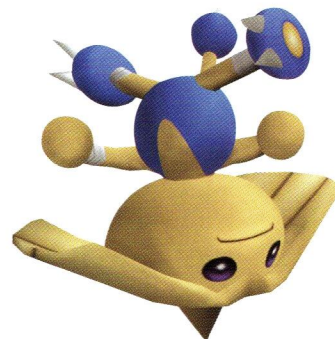
#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

## HITMONTOP

SNAG IN AGATE VILLAGE (LEVEL 38)

TYPE: FIGHTING ABILITY: INTIMIDATE

HP	SPEED
ATTACK	DEFENSE
SA	SD



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
AGILITY	PSY	-	-	-	30
FOCUS ENERGY	NRM	-	-	-	30
TRIPLE KICK	FTG	-	10	90	10
RAPID SPIN	NRM	-	20	100	40
DETECT	FTG	43	-	-	5
ENDEAVOR	NRM	49	-	100	5

### TM MOVES

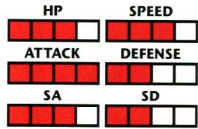
#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10



## ENTEI

SNAG ON MT. BATTLE (LEVEL 40)

TYPE: FIRE ABILITY: PRESSURE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
LEER	NRM	-	-	100	30
BITE	DRK	-	60	100	25
FIRE BLAST	FIRE	-	120	85	5
STOMP	NRM	41	65	100	20
FLAMETHROWER	FIRE	51	95	100	15
SWAGGER	NRM	61	-	90	15
FIRE BLAST	FIRE	71	120	85	5
CALM MIND	PSY	81	-	-	20

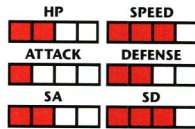
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10

## LEDIAN

SNAG IN THE UNDER (LEVEL 40)

TYPE: BUG-FLYING ABILITY: SWARM/EARLY BIRD



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BATON PASS	NRM	-	-	-	40
SAFEGUARD	NRM	-	-	-	25
SUPERSONIC	NRM	-	-	55	20
COMET PUNCH	NRM	-	18	85	15
SWIFT	NRM	42	60	-	20
AGILITY	PSY	51	-	-	30
DOUBLE-EDGE	NRM	60	120	100	15

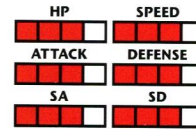
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

## SUICUNE

SNAG IN THE UNDER (LEVEL 40)

TYPE: WATER ABILITY: PRESSURE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
LEER	NRM	-	-	100	30
GUST	FLY	-	40	100	35
SURF	WTR	-	95	100	15
AURORA BEAM	ICE	41	65	100	20
MIST	ICE	51	-	-	30
MIRROR COAT	PSY	61	-	100	20
HYDRO PUMP	WTR	71	120	80	5
CALM MIND	PSY	81	-	-	20

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
37	SANDSTORM	RCK	-	-	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10

## GLIGAR

### SNAG IN THE UNDER (LEVEL 43)

TYPE: GROUND-FLYING ABILITY: HYPER CUTTER/SAND VEIL

HP	SPEED
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
SA	SD
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>



#### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
SAND-ATTACK	GRD	-	-	100	15
POISON STING	PSN	-	15	100	35
SLASH	NRM	-	70	100	20
SCREECH	NRM	44	-	85	40
GUILLOTINE	NRM	52	-	30	5

#### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

## STANTLER

### SNAG IN THE UNDER (LEVEL 43)

TYPE: NORMAL ABILITY: INTIMIDATE

HP	SPEED
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
SA	SD
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>



#### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
ASTONISH	GHO	-	30	100	15
HYPNOSIS	PSY	-	-	60	20
LEER	NRM	-	-	100	30
TAKE DOWN	NRM	-	90	85	20
CALM MIND	PSY	49	-	-	20

#### TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
48	SKILL SWAP	PSY	-	100	10

## PILOSWINE

### SNAG IN THE UNDER (LEVEL 43)

TYPE: ICE-GROUND ABILITY: OBLIVIOUS

HP	SPEED
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
SA	SD
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#### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
ENDURE	NRM	-	-	-	10
ODOR SLEUTH	NRM	-	-	100	40
DIG	GRD	-	60	100	10
BLIZZARD	ICE	-	120	70	5
BLIZZARD	ICE	56	120	70	5
AMNESIA	PSY	70	-	-	20

#### TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15



## SNEASEL

SNAG IN THE UNDER (LEVEL 43)

TYPE: DARK-ICE ABILITY: INNER FOCUS/KEEN EYE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
SCREECH	NRM	-	-	85	40
FURY SWIPES	NRM	-	18	80	15
ICY WIND	ICE	-	55	95	15
SLASH	NRM	50	70	100	20
BEAT UP	DRK	57	10	100	10
METAL CLAW	STL	64	50	95	35

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10

## AIPOM

SNAG IN POKéMON SHADOW LAB (LEVEL 43)

TYPE: NORMAL ABILITY: RUN AWAY/PICKUP



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BATON PASS	NRM	-	-	-	40
TICKLE	NRM	-	-	100	20
FURY SWIPES	NRM	-	18	80	15
SWIFT	NRM	-	60	-	20
AGILITY	PSY	50	-	-	30

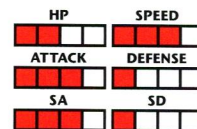
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10

## MURKROW

SNAG IN POKéMON SHADOW LAB (LEVEL 43)

TYPE: DARK-FLYING ABILITY: INSOMNIA



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
MEAN LOOK	NRM	-	-	100	5
NIGHT SHADE	GHO	-	-	100	15
FLY	FLY	-	70	95	15
MEAN LOOK	NRM	48	-	100	5

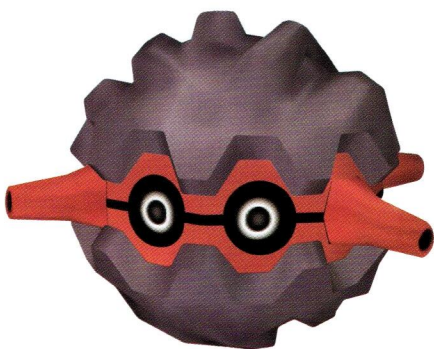
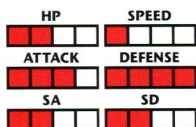
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25
49	SNATCH	DRK	-	100	10

## FORRETRESS

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: BUG-STEEL ABILITY: STURDY



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
EXPLOSION	NRM	-	250	100	5
PROTECT	NRM	-	-	-	10
BIDE	NRM	-	-	100	10
RAPID SPIN	NRM	-	20	100	40
SPIKES	GRD	49	-	-	20
DOUBLE-EDGE	NRM	59	120	100	15

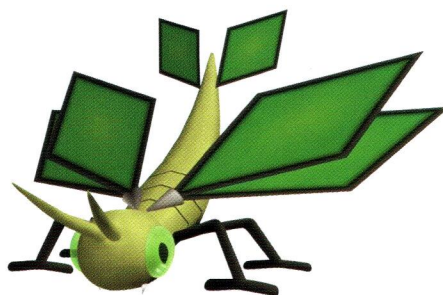
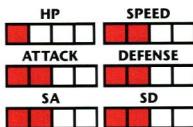
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
37	SANDSTORM	RCK	-	-	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## VIBRAVA

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: GROUND-DRAGON ABILITY: LEVITATE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
SCREECH	NRM	-	-	85	40
SAND TOMB	GRD	-	15	70	15
DRAGONBREATH	DRG	-	60	100	20
SANDSTORM	RCK	49	-	-	10
HYPER BEAM	NRM	57	150	90	5

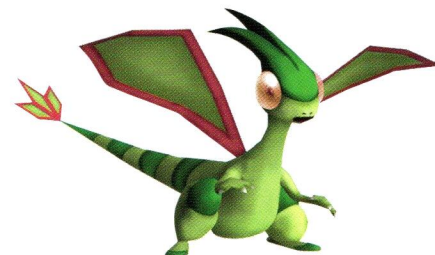
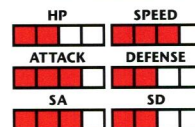
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

## FLYGON

EVOLVES FROM VIBRAVA (LEVEL 45)

TYPE: GROUND-DRAGON ABILITY: LEVITATE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
SCREECH	NRM	-	-	85	40
SAND TOMB	GRD	-	15	70	15
DRAGONBREATH	DRG	-	60	100	20
SANDSTORM	RCK	53	-	-	10
HYPER BEAM	NRM	65	150	90	5

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
02	DRAGON CLAW	DRG	80	100	15
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25



# ARIADOS

**SNAG IN POKéMON SHADOW LAB (LEVEL 43)**

TYPE: BUG-POISON ABILITY: SWARM/INSOMNIA

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SPIDER WEB	BUG	-	-	100	10
SCARY FACE	NRM	-	-	90	10
LEECH LIFE	BUG	-	20	100	15
SLUDGE BOMB	PSN	-	90	100	10
AGILITY	PSY	53	-	-	30
PSYCHIC	PSY	63	90	100	10

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

# GRANBULL

**SNAG IN POKéMON SHADOW LAB (LEVEL 43)**

TYPE: NORMAL ABILITY: INTIMIDATE

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BITE	DRK	-	60	100	25
SCARY FACE	NRM	-	-	90	10
ROAR	NRM	-	-	100	20
STRENGTH	NRM	-	80	100	15
TAKE DOWN	NRM	49	90	85	20
CRUNCH	DRK	61	80	100	15

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
36	SLUDGE BOMB	PSN	90	100	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
50	OVERHEAT	FIRE	140	90	50

# RAIKOU

**SNAG IN POKéMON SHADOW LAB (LEVEL 40)**

TYPE: ELECTRIC ABILITY: PRESSURE

HP	SPEED
ATTACK	DEFENSE
SA	SD



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
LEER	NRM	-	-	100	30
QUICK ATTACK	NRM	-	40	100	30
THUNDER	ELC	-	120	70	10
SPARK	ELC	41	65	100	20
REFLECT	PSY	51	-	-	20
CRUNCH	DRK	61	80	100	15
THUNDER	ELC	71	120	70	10
CALM MIND	PSY	81	-	-	20

## TM MOVES

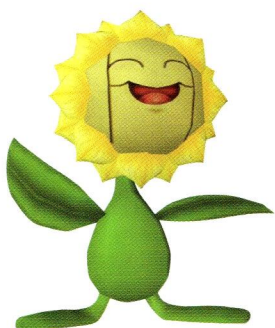
#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
37	SANDSTORM	RCK	-	-	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10

## SUNFLORA

SNAG IN REALGAM TOWER (LEVEL 45)

TYPE: GRASS ABILITY: CHLOROPHYLL

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
GROWTH	NRM	-	-	-	40
INGRAIN	GRS	-	-	100	20
SOLARBEAM	GRS	-	120	100	10

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## DELIBIRD

SNAG IN REALGAM TOWER (LEVEL 45)

TYPE: ICE-FLYING ABILITY: VITAL SPIRIT/HUSTLE

HP	SPEED
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ATTACK	DEFENSE
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### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BLIZZARD	ICE	-	120	70	5
ATTRACT	NRM	-	-	100	15
PRESENT	NRM	-	-	90	15
FLY	FLY	-	70	95	15

### TM MOVES

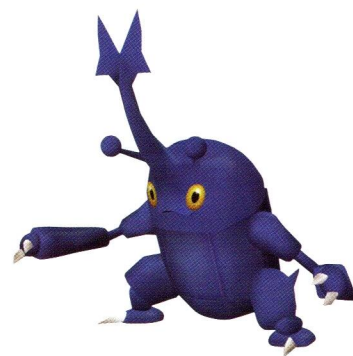
#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

## HERACROSS

SNAG IN REALGAM TOWER (LEVEL 45)

TYPE: BUG-FIGHTING ABILITY: SWARM/GUTS

HP	SPEED
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ATTACK	DEFENSE
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### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
REVERSAL	FTG	-	-	100	15
ENDURE	NRM	-	-	-	10
COUNTER	FTG	-	-	100	20
BRICK BREAK	FTG	-	75	100	15
MEGAHORN	BUG	53	120	85	10

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

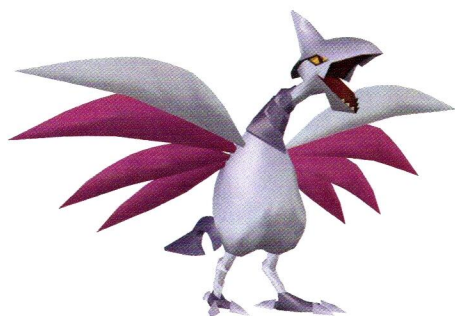


**SKARMORY**

SNAG IN REALGAM TOWER (LEVEL 47)

TYPE: STEEL-FLYING ABILITY: KEEN EYE/STURDY

HP	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DRILL PECK	FLY	-	80	100	20
METAL SOUND	STL	-	-	85	40
AIR CUTTER	FLY	-	55	95	25
STEEL WING	STL	-	70	90	25

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

**MILTANK**

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: NORMAL ABILITY: THICK FAT

HP	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MILK DRINK	NRM	-	-	-	10
DEFENSE CURL	NRM	-	-	-	40
ROLLOUT	RCK	-	30	90	20
BODY SLAM	NRM	-	85	100	15
HEAL BELL	NRM	53	-	-	5

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

**ABSOL**

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: DARK ABILITY: PRESSURE

HP	SPEED
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ATTACK	DEFENSE
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## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PERISH SONG	NRM	-	-	-	5
SWORDS DANCE	NRM	-	-	-	30
SLASH	NRM	-	70	100	20
FAINT ATTACK	DRK	-	60	-	20

## TM MOVES

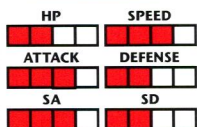
#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10



## HOUNDOOM

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: DARK-FIRE ABILITY: EARLY BIRD/FLASH FIRE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
HOWL	NRM	-	-	-	40
SMOG	PSN	-	20	70	20
FLAMETHROWER	FIRE	-	95	100	15
FLAMETHROWER	FIRE	51	95	100	15
CRUNCH	DRK	59	80	100	15

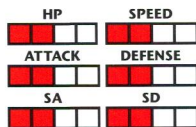
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
36	SLUDGE BOMB	PSN	90	100	10
38	FIRE BLAST	FIRE	120	85	5
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10
50	OVERHEAT	FIRE	140	90	5

## TROPIUS

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SOLARBEAM	GRS	-	120	100	10
SYNTHESIS	GRS	-	-	-	5
MAGICAL LEAF	GRS	-	60	-	20
FLY	FLY	-	70	95	15

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
HYPER BEAM	NRM	-	150	90	5
IRON DEFENSE	STL	-	-	-	15
METAL CLAW	STL	-	50	95	35
PSYCHIC	PSY	-	90	100	10
METEOR MASH	FTG	55	100	85	10
AGILITY	PSY	66	-	-	30
HYPER BEAM	NRM	77	150	90	5

### TM MOVES

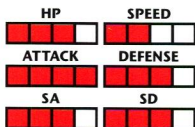
#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10



**TYRANITAR**

SNAG IN REALGAM TOWER (LEVEL 55)

TYPE: ROCK-DARK ABILITY: SAND STREAM



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
THUNDER	ELC	-	120	70	10
ROCK SLIDE	RCK	-	75	90	10
BLIZZARD	ICE	-	120	70	5
EARTHQUAKE	GRD	61	100	100	10
HYPER BEAM	NRM	75	150	90	5

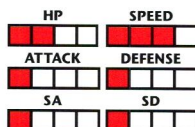
## TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
02	DRAGON CLAW	DRG	80	100	15
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

**SMEARGLE**

SNAG IN SNAGEM HIDEOUT (LEVEL 45)

TYPE: NORMAL ABILITY: OWN TEMPO



## LEVEL-UP MOVES

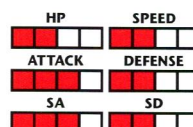
MOVE	TYPE	LEVEL	BA	AC	PP
SKETCH	NRM	-	-	-	1
TAIL WHIP	NRM	-	-	100	30
DOUBLES LAP	NRM	-	15	85	10
IRON TAIL	STL	-	100	75	15
SKETCH	NRM	51	-	-	1
SKETCH	NRM	61	-	-	1
SKETCH	NRM	71	-	-	1
SKETCH	NRM	81	-	-	1
SKETCH	NRM	91	-	-	1

## NO TM MOVES

**URSARING**

SNAG IN SNAGEM HIDEOUT (LEVEL 45)

TYPE: NORMAL ABILITY: GUTS



## LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
FAKE TEARS	DRK	-	-	100	20
LICK	GHO	-	20	100	30
SLASH	NRM	-	70	100	20
THRASH	NRM	49	90	100	20

## TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10



## SHUCKLE

SNAG IN THE UNDER (LEVEL 45)

TYPE: BUG-ROCK ABILITY: STURDY



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SAFEGUARD	NRM	36	-	-	25
ENCORE	NRM	-	-	100	5
REST	PSY	-	-	-	10
BIDE	NRM	-	-	100	10

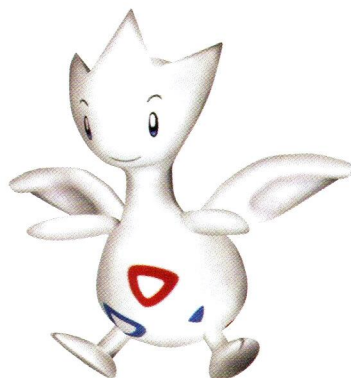
### TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

## TOGETIC

SNAG FROM SHADY GUY (LEVEL 20)

TYPE: NORMAL-FLYING ABILITY: HUSTLE/SERENE GRACE



### LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
METRONOME	NRM	-	-	-	10
CHARM	NRM	-	-	100	20
SWEET KISS	NRM	-	-	75	10
YAWN	NRM	-	-	100	10
ENCORE	NRM	21	-	100	5
FOLLOW ME	NRM	26	-	100	20
WISH	NRM	31	-	100	10
SAFEGUARD	NRM	36	-	-	25
DOUBLE-EDGE	NRM	41	120	100	15

### TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25



# REFERENCE DATA



# ITEMS

Items and held items noted in red can't be found in Pokémon Colosseum—they must be imported from the Pokémon games on the GBA.

## HEALTH ITEMS

Item	Description	Location	Price
Antidote	Cures a Pokémon's Poison condition	Some Pokémon Marts	100
Awakening	Wakes Pokémon that has a Sleep condition	Some Pokémon Marts	250
<b>Blue Flute</b>	Wakes Pokémon that has a Sleep condition	—	—
Burn Heal	Heals a Pokémon's Burn condition	Some Pokémon Marts	250
Elixir	Restores 10 PP to all moves	Laboratory, Snagem Hideout	—
Energy Root	Restores 200 HP, but bitterness lessens friendship	The Under	800
Energypowder	Restores 50 HP, but bitterness lessens friendship	The Under	500
Ether	Restores 10 PP to one move	Pyrite Cave	—
Fresh Water	Restores 50 HP	The Under	200
Full Heal	Cures all status conditions	Some Pokémon Marts, Pyrite Cave, Laboratory	600
Full Restore	Cures all status conditions and restores all HP	Pokémon Mart (The Under), Laboratory	3,000
Heal Powder	Cures all status conditions, but bitterness lessens friendship	The Under	450
Hyper Potion	Restores 200 HP	Some Pokémon Marts, Pyrite Bldg., Pyrite Cave, The Under	1,200
Ice Heal	Heals a Pokémon's Freeze condition	Some Pokémon Marts	250
<b>Lava Cookie</b>	Cures all status conditions	—	—
Lemonade	Restores 80 HP	The Under	350
Max Elixir	Restores all PP to all moves	Snagem Hideout	—
Max Ether	Restores all PP to one move	Snagem Hideout	—
Max Potion	Restores all HP	Pokémon Mart (The Under), The Under, Pyrite Bldg., Snagem Hideout	2,500
Max Revive	Revives fainted Pokémon and restores full HP	Snagem Hideout	—
Paralyze Heal	Cures a Pokémon's Paralyze condition	Some Pokémon Marts	200
Potion	Restores 20 HP	Pokémon Mart (Phenac City)	300
<b>Red Flute</b>	Disrupts a Pokémon's attraction during battle	—	—
Revival Herb	Revives fainted Pokémon with full HP, but bitterness lessens friendship	The Under	2,800
Revive	Revives fainted Pokémon and restores 1/2 of its HP	Some Pokémon Marts, Pyrite Bldg., Laboratory	1,500
Soda Pop	Restores 60 HP	The Under	300
Super Potion	Restores 50 HP	Pokémon Mart (Phenac City/Agate Village), Phenac City	700
<b>Yellow Flute</b>	Cures Pokémon's Confuse condition	—	—

## SKILL- AND LEVEL-INCREASING ITEMS

Item	Description	Location	Price
Calcium	Raises Special Attack permanently	Pokémon Mart (Agate Village)	9,800
Carbos	Raises Speed permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
Dire Hit	Increases chance of a critical hit for one battle	Pokémon Mart (Phenac City)	650
Guard Spec.	Guards against stat-reducing moves for one battle	Pokémon Mart (Phenac City)	700
HP Up	Raises maximum HP permanently	Pokémon Mart (Agate Village), Laboratory	9,800
Iron	Raises Defense permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
PP Up	Raises PP permanently	Laboratory, Snagem Hideout	—
Protein	Raises Attack permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
Rare Candy	Raises Pokémon's level by one permanently	The Under, Snagem Hideout	—
X Accuracy	Increases the Accuracy of all moves for one battle	Pokémon Mart (Phenac City)	950
X Attack	Increases Attack for one battle	Pokémon Mart (Phenac City)	500
X Defend	Increases Defense for one battle	Pokémon Mart (Phenac City)	550
X Special	Raises Special Attack for one battle	Pokémon Mart (Phenac City)	350
X Speed	Increases Speed for one battle	Pokémon Mart (Phenac City)	350
Zinc	Raises Special Defense permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800

## ITEMS FOR SHADOW POKÉMON PURIFICATION

Item	Description	Location	Price
Excite Scent	Purifies a Shadow Pokémon to a good extent	Agate Village	800
Joy Scent	Purifies a Shadow Pokémon to a slight extent	Agate Village	600
Time Flute	Calls Celebi to purify a Shadow Pokémon completely	Mt. Battle, The Under	—
Vivid Scent	Purifies Shadow Pokémon to a great extent	Agate Village	1,200



## KEY ITEMS

Item	Description	Location
Blue ID Badge	Unlocks the blue lock in Realgam Tower	Realgam Tower
Card Key	Used to enter the right side of the lab	Laboratory
Cologne Case	Holds Cologne Massage scents used for purification	Agate Village
D-Disk	Moves The Under's UFO transport downward	Snagem Hideout
Data ROM	A computer ROM that holds secret data	Laboratory
DNA Sample (Bayleef)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Croconaw)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Entei)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Mightyena)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Misdreavus)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Quilava)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Raikou)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Sudowoodo)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Suicune)	Might be one of three DNA samples found in the lab	Laboratory
Down St. Key	Unlocks the door to the lab's lower level	Laboratory
Ein File C	Contains details about Celebi	Agate Village
Ein File F	Contains final details about purification	The Under
Ein File H	Contains details about Hyper mode	Pyrite Bldg.
Ein File P	Contains details about purification	Pyrite Cave
Ein File S	Contains details about Shadow Pokémon	Pyrite Bldg.
Elevator Key	Used to enter the elevator to go to The Under	Pyrite Town
F-Disk	Moves The Under's UFO transport forward	Mt. Battle
Gear	A part of the Pyrite Town windmill	Construction Site
Green ID Badge	Unlocks the green lock in Realgam Tower	Realgam Tower
Jail Key	Unlocks the jail in Pyrite Town's police department	Pyrite Town
I-Disk	Moves The Under's UFO transport to the left	The Under
Maingate Key	Unlocks the gate to the lab complex	Laboratory basement (via The Under subway)
Powerup Part	Used to upgrade the Kids Grid network	The Under
R-Disk	Moves The Under's UFO transport to the right	The Under
Red ID Badge	Unlocks the red lock in Realgam Tower	Realgam Tower
Small Tablet	Reveals Relic Stone secrets	Agate Village
Steel Teeth	A set of steel teeth	The Under
Subway Key	Used to turn on the subway controls	The Under
U-Disk	Moves The Under's UFO transport upward	Laboratory basement (via The Under subway)
Yellow ID Badge	Unlocks the yellow lock in Realgam Tower	Realgam Tower

## BALLS

Item	Description	Location	Price
Dive Ball	Better against Pokémon on the ocean floor	—	—
Great Ball	Catches Pokémon better than a Poké Ball	Outskirt Stand, Pyrite Bldg.	600
Luxury Ball	Makes Pokémon friendlier after it's caught	—	—
Master Ball	Always catches a Pokémon	Agate Village	—
Nest Ball	Better against lower-level Pokémon	Outskirt Stand	1,000
Net Ball	Better against Bug-type and Water-type Pokémon	Outskirt Stand	1,000
Poke Ball	The basic ball used to catch Pokémon	Outskirt Stand	200
Premier Ball	Same as the Poké Ball except for its design	Outskirt Stand	—
Repeat Ball	Better against kinds of Pokémon already caught	—	—
Timer Ball	Improves catching success as the battle grows longer	Outskirt Stand, The Under	1,000
Ultra Ball	Catches Pokémon better than Great Ball	Outskirt Stand, Pyrite Cave, Agate Village, The Under, Snagem Hideout	1,200

## ITEMS TO SELL

Item	Description	Location	Price
Big Mushroom	Sells for a high price	—	—
Big Pearl	Sells for a high price	—	—
Nugget	Sells for a high price	Tyranitar (Shadow Pokémon)	—
Pearl	Sells for a high price	—	—
Star Piece	Sells for a high price	—	—
Stardust	Sells for a high price	—	—
Tinymushroom	Sells for a low price	—	—

## HELD ITEMS FOR POKÉMON

Description	Location	Location/Shadow Pokémon	Pokémon Coupon
Amulet Coin	Doubles earnings if Pokémon battles	The Under	—
Black Belt	Increases power of Fighting-type attacks	Hitmontop (Shadow Pokémon)	—
Blackglasses	Increases power of Dark-type attacks	The Under	—
Brightpowder	Lowers opponent's Accuracy with all moves for one battle	Poké Coupon Exchange	10,000
Charcoal	Increases power of Fire-type attacks	Quilava (Shadow Pokémon)	—
Choice Band	Multiplies power of move used first by 1.5; can't use other moves	Poké Coupon Exchange	10,000
Deepseascale	Doubles Clamperl's Special Defense	—	—
Deepseatooth	Doubles Clamperl's Special Attack	—	—
Dragon Fang	Increases power of Dragon-type attacks	Vibrava (Shadow Pokémon)	—
Everstone	Prevents a Pokémon from evolving	—	—
Exp. Share	Gives a Pokémon an extra share of battle experience	Agate Village	—
Focus Band	Occasionally prevents a Pokémon from fainting	Poké Coupon Exchange	10,000
Hard Stone	Increases power of Rock-type attacks	Sudowoodo (Shadow Pokémon)	—
King's Rock	May cause flinching when opponent is hit	Poké Coupon Exchange	10,000
Lax Incense	Lowers opponent's Accuracy with all moves for one battle	—	—
Leftovers	Restores HP gradually during battle	Poké Coupon Exchange	10,000
Light Ball	Doubles Pikachu's Special Attack	—	—
Macho Brace	Grows stats better but halves speed	Pyrite Cave	—
Magnet	Increases power of Electric-type attacks	—	—
Mental Herb	Disrupts a Pokémon's attraction during battle	Poké Coupon Exchange	8,000
Metal Coat	Increases power of Steel-type attacks	Metagross (Shadow Pokémon)	—
Miracle Seed	Increases power of Grass-type attacks	Bayleef (Shadow Pokémon)	—
Mystic Water	Increases power of Water-type attacks	Croconaw (Shadow Pokémon)	—
Nevermeltice	Increases power of Ice-type attacks	Delibird (Shadow Pokémon)	—
Poison Barb	Increases power of Poison-type attacks	Quilfish (Shadow Pokémon)	—
Quick Claw	Increases chance of attacking first	Agate Village, Poké Coupon Exchange	10,000
Scope Lens	Increases chance of scoring a critical hit	Poké Coupon Exchange	10,000
Sea Incense	Increases power of Water-type attacks	—	—
Sharp Beak	Increases power of Flying-type attacks	Skarmory (Shadow Pokémon)	—
Shell Bell	Restores HP by 1/8 of damage to opponent	—	—
Silk Scarf	Increases power of Normal-type attacks	Agate Village	—
Silver Powder	Increases power of Bug-type attacks	Ariados (Shadow Pokémon)	—
Soft Sand	Increases power of Ground-type attacks	Piloswine (Shadow Pokémon)	—
Soothe Bell	Speeds development of a Pokémon's friendship	—	—
Soul Dew	Raises Special Attack and Special Defense for Latios or Latias	—	—
Spell Tag	Increases power of Ghost-type attacks	Misdreavus (Shadow Pokémon)	—
Twistedspoon	Increases power of Psychic-type attacks	Meditite (Shadow Pokémon)	—
White Herb	Restores stats to normal levels	Phenac City, Poké Coupon Exchange	8,000

## OTHER ITEMS

Item	Description
Black Flute	—
Blue Scarf	—
Blue Shard	—
Cleanse Tag	—
Dragon Scale	Evolves specific Pokémon
Escape Rope	—
Fire Stone	Evolves specific Pokémon
Fluffy Tail	—
Green Scarf	—
Green Shard	—
Heart Scale	—
Leaf Stone	Evolves specific Pokémon
Max Repel	—
Moon Stone	Evolves specific Pokémon

Item	Description
Pink Scarf	—
Red Scarf	—
Red Shard	—
Repel	—
Shoal Salt	—
Shoal Shell	—
Smoke Ball	—
Sun Stone	Evolves specific Pokémon
Super Repel	—
Thunder Stone	Evolves specific Pokémon
Water Stone	Evolves specific Pokémon
White Flute	—
Yellow Scarf	—
Yellow Shard	—



**BERRIES** A Pokémon that holds a berry may choose to use it when the time is right. Berries noted in red have no effect in battle.

Item	Description	Flavor	Pokémon Coupon
Aguav Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Bitter flavor	Bitter	—
Apicot Berry	Raises Special Defense when HP is low	Dry, Sour	15,000
Aspear Berry	Eliminates Freeze condition	Sour	—
Belue Berry	—	Spicy, Sour	—
Bluk Berry	—	Dry, Sweet	—
Cheri Berry	Eliminates Paralyze condition	Spicy	—
Chesto Berry	Eliminates Sleep condition	Dry	—
Cornn Berry	—	Dry, Sweet	—
Durin Berry	—	Sour, Bitter	—
Figy Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Spicy flavor	Spicy	—
Ganlon Berry	Raises Defense when HP is low	Dry, Bitter	15,000
Grepa Berry	—	Dry, Sweet, Sour	—
Hondew Berry	—	Dry, Spicy, Bitter	—
Iapapa Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Sour flavor	Sour	—
Kelpsy Berry	—	Dry, Sour, Bitter	—
Leppa Berry	Restores all PP when PP is zero	Sweet, Spicy, Sour, Bitter	—
Liechi Berry	Raises power of attacks when HP is low	Sweet, Spicy, Sour	—
Lum Berry	Cures any status condition	Dry, Sweet, Spicy, Sour, Bitter	—
Mago Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Sweet flavor	Sweet	—
Magost Berry	—	Sweet, Bitter	—
Nanab Berry	—	Sweet, Bitter	—
Nomel Berry	—	Spicy, Sour	—
Oran Berry	Restores 10 HP when HP is half or lower	Dry, Sweet, Spicy, Sour, Bitter	—
Pamtre Berry	—	Dry, Sweet	—
Pecha Berry	Eliminates Poison condition	Sweet	—
Persim Berry	Eliminates Confuse condition	Dry, Sweet, Spicy, Sour, Bitter	—
Petaya Berry	Raises Special Attack when HP is low	Spicy, Bitter	15,000
Pinap Berry	—	Spicy, Sour	—
Pomeg Berry	—	Sweet, Spicy, Bitter	—
Qualot Berry	—	Sweet, Spicy, Sour	—
Rabuta Berry	—	Sour, Bitter	—
Rawst Berry	Eliminates Burn condition	Bitter	—
Razz Berry	—	Dry, Spicy	—
Salac Berry	Raises Speed when HP is low	Sweet, Sour	15,000
Sitrus Berry	Restores 30 HP when HP is half or lower	Dry, Sweet, Spicy, Sour, Bitter	—
Spelon Berry	—	Dry, Spicy	—
Tamato Berry	—	Dry, Spicy	—
Watmel Berry	—	Sweet, Bitter	—
Wepear Berry	—	Sour, Bitter	—
Wiki Berry	Restores HP when HP is half or lower; confuses Pokémon that dislike Dry flavor	Dry	—

## TECHNICAL MACHINES

TM	Ability	Location	Price
01	Focus Punch	Pyrite Colosseum	—
02	Dragon Claw	Deep Colosseum	—
03	Water Pulse	—	—
04	Calm Mind	—	—
05	Roar	Pyrite Colosseum	—
06	Toxic	Pyrite Colosseum	—
07	Hail	Pyrite Colosseum	—
08	Bulk Up	—	—
09	Bullet Seed	—	—
10	Hidden Power	Pokémon Mart (The Under)	3,000
11	Sunny Day	Phenac Stadium	—
12	Taunt	Deep Colosseum	—
13	Ice Beam	Poké Coupon Exchange	4,000*
14	Blizzard	Pokémon Mart (The Under)	5,500
15	Hyper Beam	Pokémon Mart (The Under)	7,500
16	Light Screen	Pokémon Mart (The Under)	3,000
17	Protect	Pokémon Mart (The Under)	3,000
18	Rain Dance	Phenac Stadium	—
19	Giga Drain	Phenac Stadium	—
20	Safeguard	Pokémon Mart (The Under)	3,000
21	Frustration	—	—
22	Solarbeam	Phenac Stadium	—
23	Iron Tail	Under Colosseum	—
24	Thunderbolt	Poké Coupon Exchange	4,000*
25	Thunder	Pokémon Mart (The Under)	5,500

TM	Ability	Location	Price
26	Earthquake	Laboratory	—
27	Return	Phenac City	—
28	Dig	—	—
29	Psychic	Poké Coupon Exchange	3,500*
30	Shadow Ball	Under Colosseum	—
31	Brick Break	Pyrite Colosseum	—
32	Double Team	Poké Coupon Exchange	1,500*
33	Reflect	Pokémon Mart (The Under)	3,000
34	Shock Wave	—	—
35	Flamethrower	Poké Coupon Exchange	4,000*
36	Sludge Bomb	Under Colosseum	—
37	Sandstorm	Under Colosseum	—
38	Fire Blast	Pokémon Mart (The Under)	5,500
39	Rock Tomb	—	—
40	Aerial Ace	—	—
41	Torment	Phenac City	—
42	Facade	—	—
43	Secret Power	—	—
44	Rest	Deep Colosseum	—
45	Attract	The Under	—
46	Thief	Pyrite Town	—
47	Steel Wing	Mt. Battle	—
48	Skill Swap	Deep Colosseum	—
49	Snatch	Pyrite Cave	—
50	Overheat	—	—

\* You can acquire the TM only by using Poké Coupon points.

# BATTLE MOVES

BA=Basic Attack Power

AC=Accuracy

 Physical Attacks  
 Special Attacks

2-on-2 Battle Range:

1=Move is effective against one foe or partner.

2=Move is effective against both foes at once.

3=Move is effective against both foes and partner at once.

S=Move is effective against only the Pokémon that executes the move.

R=Move takes effect on random Pokémon chosen from both foes and partner.

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Absorb	GRS	20	100	20	1		Restores HP equal to 1/2 the damage caused to foe

PP=Power Points

DA: Moves marked as direct attacks trigger the effects of some abilities, such as Rough Skin, that react to certain kinds of physical attacks, like Aerial Ace.

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Absorb	GRS	20	100	20	1		Restores HP equal to 1/2 the damage caused to foe
Acid	PSN	40	100	30	2		Has a 10% chance of lowering foe's Defense by 1 level
Acid Armor	PSN	-	-	40	5		Raises Defense by 2 levels
Aerial Ace (TM 40)	FLY	60	-	20	1	•	Hits foe unavoidably
Agility	PSY	-	-	30	5		Raises Pokémon's Speed by 2 levels
Air Cutter	FLY	55	95	25	2		High chance of a critical hit
Amnesia	PSY	-	-	20	5		Raises Special Defense by 2 levels
Ancientpower	RCK	60	100	5	1	•	Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed by 1 level
Arm Thrust	FTG	15	100	20	1	•	Attacks 2-5 times per turn
Aromatherapy	GRS	-	-	5	5		Heals all critical conditions of all Pokémon in party
Assist	NRM	-	100	20	-		Uses a random move of a Pokémon not in battle
Astonish	GHO	30	100	15	1	•	Has a 30% chance of causing Flinch
Attract (TM 45)	NRM	-	100	15	1		Causes foe of opposite gender to become attracted (50% chance that Pokémon can't move)
Aurora Beam	ICE	65	100	20	1		Has a 10% chance of lowering foe's Attack one level
Barrier	PSY	-	-	30	5		Raises Defense by two levels
Baton Pass	NRM	-	-	40	5		Swaps in new Pokémon; outbound Pokémon's status/stat effects transferred to new Pokémon
Beat Up	DRK	10	100	10	1		Attacks opponent a number of times equal to your number of healthy Pokémon
Belly Drum	NRM	-	-	10	5		Decreases HP by 50% and increases Attack to maximum possible
Bide	NRM	-	100	10	5	•	Doubles damage received while waiting 2 turns and inflicts it on foe
Bind	NRM	15	75	20	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Bite	DRK	60	100	25	1	•	Has a 30% chance of causing Flinch
Blaze Kick	FTG	85	90	10	1	•	Has a high chance of a critical hit; 10% chance of causing Burn
Blizzard (TM 14)	ICE	120	70	5	2		Has a 10% chance of causing Freeze
Block	NRM	-	100	5	1		Prevents foe from switching out during battle
Body Slam	NRM	85	100	15	1	•	Has a 30% chance of causing Paralyze
Bounce	FLY	85	85	5	1	•	Helps Pokémon avoid attack on 1st turn then strike on 2nd; 30% chance of causing Paralyze
Brick Break (TM 31)	FTG	75	100	15	1	•	Shatters foe's Reflect and Light Screen protection
Bubble	WTR	20	100	30	2		Has a 10% chance of reducing foe's Speed 1 level
Bubblebeam	WTR	65	100	20	1		Has a 10% chance of reducing foe's Speed 1 level
Bulk Up (TM 08)	FTG	-	-	20	5		Raises Attack and Defense by 1 level
Bullet Seed (TM 09)	GRS	10	100	30	1		Attacks 2-5 times per turn
Calm Mind (TM 04)	PSY	-	-	20	5		Raises Sp. Attack and Sp. Defense 1 level
Camouflage	NRM	-	100	20	5		Changes Pokémon's type (grass=Grass; sand=Ground; water=Water; caves=Rock; other=Normal)
Charge	ELC	-	100	20	5		Doubles power of the Electric-type move that's used next
Charm	NRM	-	100	20	1		Lowers foe's Attack by 2 levels
Clamp	WTR	35	75	10	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Confuse Ray	GHO	-	100	10	1		Causes Confuse
Confusion	PSY	50	100	25	1		Has a 10% chance of causing Confuse
Constrict	NRM	10	100	35	1	•	Has a 10% chance of lowering foe's Speed
Conversion	NRM	-	-	30	5		Changes Pokémon's type into one of its attack types
Conversion 2	NRM	-	100	30	5		Changes Pokémon's type into one that matches an attack type that its foe is weak against
Cosmic Power	PSY	-	-	20	5		Raises Defense and Sp. Defense 1 level



Move	Type	BA	AC	PP	2-on-2	DA	Effect
Cotton Spore	GRS	-	85	40	1		Lowers foe's Speed 2 levels
Counter	FTG	-	100	20	-	●	Attacks second, doing 2x physical attack damage that foe did to Pokémon
Covet	NRM	40	100	40	1		Takes a foe's held item (if any)
Crabhammer	WTR	90	85	10	1	●	High chance of a critical hit
Cross Chop	FTG	100	80	5	1	●	High chance of a critical hit
Crunch	DRK	80	100	15	1	●	Has a 20% chance of lowering foe's Sp. Defense 1 level
Crush Claw	NRM	75	95	10	1	●	Has a 50% chance of lowering foe's Defense 1 level
Curse	?	-	-	10	1		Raises Att & Def 1 level but reduces Speed 1 level; halves GHO's HP and quarters foe's HP each turn
Cut (HM 01)	NRM	50	95	30	1	●	No extra effect beyond damaging foe
Defense Curl	NRM	-	-	40	S		Raises Defense 1 level
Destiny Bond	GHO	-	-	5	S		Causes foe to faint if the move user faints
Detect	FTG	-	-	5	S		Wards off foe's moves for 1 turn; success falls if used consecutively
Dig (TM 28)	GRD	60	100	10	1	●	Helps Pokémon avoid attack on first turn then strike on second
Disable	NRM	-	55	20	1		Disables foe's most recently used move for several turns
Dive (HM 08)	WTR	60	100	10	1	●	Helps Pokémon avoid attack on first turn then strike on second
Dizzy Punch	NRM	70	100	10	1	●	Has a 20% chance of causing Confuse
Doom Desire	STL	120	85	5	1		Waits two turns then inflicts damage on foe
Double Kick	FTG	30	100	30	1	●	Attacks twice per turn
Double Team (TM 32)	NRM	-	-	15	S		Raises evasiveness by 1 level
Double-Edge	NRM	120	100	15	1	●	Self-inflicts 1/3 of the damage
Doubleslap	NRM	15	85	10	1	●	Attacks 2-5 times per turn
Dragon Claw (TM 02)	DRG	80	100	15	1	●	No extra effect beyond damaging foe
Dragon Dance	DRG	-	-	20	S		Raises Attack and Speed 1 level
Dragon Rage	DRG	-	100	10	1		Causes 40 points of damage regardless of other battle factors
Dragonbreath	DRG	60	100	20	1		Has a 30% chance of causing Paralyze
Dream Eater	PSY	100	100	15	1		If foe has Sleep condition, damages foe and restores attacker's HP equal to 1/2 inflicted damage
Drill Peck	FLY	80	100	20	1	●	No extra effect beyond damaging foe
Dynamicpunch	FTG	100	50	5	1	●	Causes Confuse
Earthquake (TM 26)	GRD	100	100	10	3		Inflicts twice the damage if foe is using Dig
Ember	FIRE	40	100	25	1		Has a 10% chance of causing Burn
Encore	NRM	-	100	5	1		Forces foe to repeat most recently used move for 3-6 turns
Endeavor	NRM	-	100	5	1	●	Inflicts damage equal to defending Pokémon's HP minus attacker's HP
Endure	NRM	-	-	10	S		Keep 1 HP even if foe's next move would cause Pokémon to faint; success drops if used repeatedly
Eruption	FIRE	150	100	5	2		Inflicts less damage if attacking Pokémon's HP is lower than target's
Explosion	NRM	250	100	5	3		Inflicts a massive amount of damage but causes attacking Pokémon to faint
Extrasensory	PSY	80	100	30	1		Has a 10% chance of causing Flinch
Extremespeed	NRM	80	100	5	1	●	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Facade (TM 42)	NRM	70	100	20	1	●	Doubles Attack stat if attacking Pokémon has a Poison, Paralyze or Burn condition
Faint Attack	DRK	60	-	20	1		Will always strike foe successfully
Fake Out	NRM	40	100	10	1		Causes Flinch, but move causes its damage and effect only on the first turn
Fake Tears	DRK	-	100	20	1		Lowers foe's Sp. Defense 2 levels
False Swipe	NRM	40	100	40	1	●	Leaves foe with 1 HP even if move would normally cause foe to Faint
Featherdance	FLY	-	100	15	1		Lowers foe's Attack 2 levels
Fire Blast (TM 38)	FIRE	120	85	5	1		Has a 10% chance of causing Burn
Fire Punch	FIRE	75	100	15	1		Has a 10% chance of causing Burn
Fire Spin	FIRE	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Fissure	GRD	-	30	5	1		Causes foe to Faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Flail	NRM	-	100	15	1	●	Inflicts higher damage if attacking Pokémon's HP is lower
Flame Wheel	FIRE	60	100	25	1	●	Has a 10% chance of causing Burn; can use even if attacker has a Freeze condition
Flamethrower (TM 35)	FIRE	95	100	15	1		Has a 10% chance of causing Burn
Flash (HM 05)	NRM	-	70	20	1		Lowers foe's Accuracy 1 level for all moves
Flatter	DRK	-	100	15	1		Causes Confuse and raises foe's Sp. Attack 1 level
Fly (HM 02)	FLY	70	95	15	1	●	Helps Pokémon avoid attack on first turn then strike on second
Focus Energy	NRM	-	-	30	S		Attack used on next turn will have a high chance of a critical hit
Focus Punch (TM 01)	FTG	150	100	20	1	●	Causes attacking Pokémon to move last in turn but Flinch if foe's first strike connects



Move	Type	BA	AC	PP	2-on-2	DA	Effect
Follow Me	NRM	-	100	20	5		Pokémon moves first and draws all attacks to itself during a 2-on-2 battle
Foresight	NRM	-	100	40	1		Returns foe's evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Frustration (TM 21)	NRM	-	100	20	1	●	Inflicts higher damage the weaker your friendship is with your Pokémon
Fury Attack	NRM	15	85	20	1	●	Attacks 2-5 times per turn
Fury Cutter	BUG	10	95	20	1	●	Doubles damage from Fury Cutter's use in previous turn (if it hit foe)
Fury Swipes	NRM	18	80	15	1	●	Attacks 2-5 times per turn
Future Sight	PSY	80	90	15	1		Waits 2 turns then inflicts damage on foe on third turn
Giga Drain (TM 19)	GRS	60	100	5	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Glare	NRM	-	75	30	1		Causes Paralyze
Grasswhistle	GRS	-	55	15	1		Causes Sleep
Growl	NRM	-	100	40	2		Lowers foe's Attack by 1 level
Growth	NRM	-	-	40	5		Raises Sp. Attack 1 level
Grudge	GHO	-	100	5	5		Eliminates all PP from foe's move that causes your defender to faint in battle
Guillotine	NRM	-	30	5	1	●	Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Gust	FLY	40	100	35	1		Inflicts double damage if foe is using Fly
Hail (TM 07)	ICE	-	-	10	5		Changes weather to hail, which damages non-Ice-type foes for 5 turns
Harden	NRM	-	-	30	5		Raises Defense 1 level
Haze	ICE	-	-	30	5		Returns your team's stats and the opposing team's stats to normal
Headbutt	NRM	70	100	15	1	●	Has a 30% chance of causing Flinch
Heal Bell	NRM	-	-	5	5		Heals all critical conditions of all Pokémon in party
Heat Wave	FIRE	100	90	10	2		Has a 10% chance of causing Burn
Helping Hand	NRM	-	100	20	5		Raises power of partner's move in a 2-on-2 battle
Hi Jump Kick	FTG	85	90	20	1	●	Self-inflicts 1/4 damage if attack doesn't strike foe
Hidden Power (TM 10)	NRM	-	100	15	1		Has a type and effect that vary with the Pokémon that uses it
Horn Attack	NRM	65	100	25	1	●	No extra effect beyond damaging foe
Horn Drill	NRM	-	30	5	1	●	Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Howl	NRM	-	-	40	5		Raises Attack 1 level
Hydro Pump	WTR	120	85	5	1		No extra effect beyond damaging foe
Hyper Beam (TM 15)	NRM	150	90	5	1		Causes massive damage but forfeits next move
Hyper Voice	NRM	90	100	10	2		No extra effect beyond damaging foe
Hypnosis	PSY	-	60	20	1		Causes Sleep condition
Ice Ball	ICE	30	90	20	1	●	Repeats for 5 turns unless it misses; damages more each turn; 2x damage after using Defense Curl
Ice Beam (TM 13)	ICE	95	100	10	1		Has a 10% chance of causing Freeze
Ice Punch	ICE	75	100	15	1	●	Has a 10% chance of causing Freeze
Icy Wind	ICE	55	95	15	2		Lowers foe's Speed 1 level
Imprison	PSY	-	100	10	5		Prevents foe from using the four moves attacking Pokémon knows
Ingrain	GRS	-	100	20	5		Restores some HP each turn but attacking Pokémon can't switch out
Iron Defense	STL	-	-	15	5		Raises Defense 2 levels
Iron Tail (TM 23)	STL	100	75	15	1	●	Has a 30% chance of lowering foe's Defense 1 level
Karate Chop	FTG	50	100	25	1	●	Has a high chance for a critical hit
Kinesis	PSY	-	80	15	1		Lowers foe's Accuracy 1 level for all moves
Knock Off	DRK	20	100	20	1	●	Takes a foe's held item (if it has one) and returns it when battle ends
Leaf Blade	GRS	70	100	15	1	●	Has a high chance of a critical hit
Leech Life	BUG	20	100	15	1	●	Damages foe and restores own HP equal to 1/2 inflicted damage
Leech Seed	GRS	-	90	10	1		Siphons foe's HP into attacker's HP every turn; benefits inbound Pokémon if attacker switches out
Leer	NRM	-	100	30	2		Lowers foe's Defense 1 level
Lick	GHO	20	100	30	1	●	Has a 30% chance of causing Paralyze
Light Screen (TM 16)	PSY	-	-	30	5		Halves damage from foes' special attacks for 5 turns; effect persists if attacker switches out
Lock-On	NRM	-	100	5	1		Makes next move always hit successfully
Low Kick	FTG	-	100	20	1	●	Inflicts higher damage if your foe's weight is heavier
Luster Purge	PSY	70	100	5	1		Has a 50% chance of lowering foe's Sp. Defense 1 level
Mach Punch	FTG	40	100	30	1	●	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Magic Coat	PSY	-	100	15	-		Reflects Leech Seed and moves that cause Poison, Paralyze, Sleep and Confuse back at attacker
Magical Leaf	GRS	60	-	20	1		Always strikes foe successfully
Magnitude	GRD	-	100	30	3		Bases damage on random BA (10, 30, 50, 70, 90, 110 or 150)



Move	Type	BA	AC	PP	2-on-2	DA	Effect
Mean Look	NRM	-	100	5	1		Prevents foe from switching as long as attacker remains onfield
Meditate	PSY	-	-	40	S		Raises Attack by 1 level
Mega Drain	GRS	40	100	10	1		Damages foe and restores attacker's HP equal to 1/2 inflicted damage
Megahorn	BUG	120	85	10	1	●	No extra effect beyond damaging foe
Memento	DRK	-	100	10	1		Lowers foe's Attack and Sp. Attack 2 levels if attacker faints in battle
Metal Claw	STL	50	95	35	1	●	Has a 10% chance of raising Attack 1 level
Metal Sound	STL	-	85	40	1		Lowers foe's Sp. Defense 2 levels
Meteor Mash	STL	100	85	10	1	●	Has a 20% chance of raising Attack 1 level
Metronome	NRM	-	-	10	-		Randomly uses a move from entire repertoire on pages 166-172
Milk Drink	NRM	-	-	10	S		Restores 1/2 Pokémon's maximum HP
Mimic	NRM	-	100	10	1		Uses same move as foe; works only if foe moves first
Mind Reader	NRM	-	100	5	1		Makes next move always hit successfully
Minimize	NRM	-	-	20	S		Raises evasiveness 1 level
Mirror Coat	PSY	-	100	20	-		Attacks second, doing 2x special attack damage that foe did to Pokémon
Mirror Move	FLY	-	-	20	-		Uses same move that foe used
Mist	ICE	-	-	30	S		Prevents stat reduction
Mist Ball	PSY	70	100	5	1		Has a 50% chance of lowering foe's Sp. Attack
Moonlight	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Morning Sun	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Mud Shot	GRD	55	95	15	1		Lowers foe's Speed 1 level
Mud Sport	GRD	-	100	15	S		Lowers power of all Electric-type attacks while Pokémon is onfield
Mud-Slap	GRD	20	100	10	1		Lowers foe's Accuracy 1 level for all moves
Muddy Water	WTR	95	85	10	2		Has a 30% chance of lowering foe's Accuracy 1 level for all moves
Nature Power	NRM	-	95	20	-		Changes to a different move based on terrain Pokémon is in
Needle Arm	GRS	60	100	15	1	●	Has a 30% chance of causing Flinch
Night Shade	GHO	-	100	15	1		Causes damage equal to attacker's level
Octazooka	WTR	65	85	10	1		Has a 50% chance of lowering foe's Accuracy 1 level for all moves
Odor Sleuth	NRM	-	100	40	1		Returns foe's evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Outrage	DRG	90	100	15	R	●	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Overheat (TM 50)	FIRE	140	90	5	1	●	Causes massive damage but lowers attacker's Sp. Attack 2 levels
Pain Split	NRM	-	100	20	1		Combines attacker's HP with opponent's HP then splits total between both
Peck	FLY	35	100	35	1	●	No extra effect beyond damaging foe
Perish Song	NRM	-	-	5	S		Causes attacker and foe to faint after three turns; both Pokémon can switch out to prevent effect
Petal Dance	GRS	70	100	20	R	●	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Pin Missile	BUG	14	85	20	1		Attacks 2-5 times per turn
Poison Fang	PSN	50	100	15	1	●	Has a 30% chance of causing Poison that causes increased residual damage each turn
Poison Gas	PSN	-	55	40	1		Causes Poison
Poison Sting	PSN	15	100	35	1		Has a 30% chance of causing Poison
Poison Tail	PSN	50	100	25	1	●	Has a high chance of a critical hit; 10% chance of causing Poison
Poisonpowder	PSN	-	75	35	1		Causes Poison
Pound	NRM	40	100	35	1	●	No extra effect beyond damaging foe
Powder Snow	ICE	40	100	25	2		Has a 10% chance of causing Freeze
Present	NRM	-	90	15	1		Causes damage randomly (40, 80 or 120 points) or restores defender's HP by 80
Protect (TM 17)	NRM	-	-	10	S		Wards off foe's moves for 1 turn; success falls if used consecutively
Psybeam	PSY	65	100	20	1		Has a 10% chance of causing Confuse
Psych Up	NRM	-	-	10	1		Duplicates stat modifications of foe or ally target
Psychic (TM 29)	PSY	90	100	10	1		Has a 10% chance of lowering foe's Sp. Defense 1 level
Psywave	PSY	-	80	15	1		Bases damage on random multiplier (0.5 to 1.5) times attacker's level
Pursuit	DRK	40	100	20	1	●	Inflicts double damage if foe is withdrawn during turn
Quick Attack	NRM	40	100	30	1	●	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Rage	NRM	20	100	20	1	●	Increases damage for next use if attacker is hit and uses Rage consecutively
Rain Dance (TM 18)	WTR	-	-	5	S		Changes weather to rain for 5 turns, which raises power of Water-type moves
Rapid Spin	NRM	20	100	40	1	●	Frees you from foe's Bind, Wrap, Leech Seed and Spikes
Razor Leaf	GRS	55	95	25	2		High chance of a critical hit
Razor Wind	NRM	80	100	10	2		Prepares attack on first turn then attempts strike on second; has a high chance of a critical hit

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Recover	NRM	-	-	20	5		Restores 1/2 of Pokémon's maximum HP
Reflect (TM 33)	PSY	-	-	20	5		Halves physical attack damage to your team for 5 turns
Refresh	NRM	-	100	20	5		Heals Poison, Paralyze and Burn
Rest (TM 44)	PSY	-	-	10	5		Restores all HP, then self-inflicts a Sleep condition for the next 2 turns
Return (TM 27)	NRM	-	100	20	1	●	Inflicts higher damage the stronger your friendship is with your Pokémon
Revenge	FTG	60	100	10	1	●	Increases damage for next use of Revenge if Pokémon is hit
Reversal	FTG	-	100	15	1	●	Inflicts higher damage the lower the attacker's HP is
Roar (TM 05)	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Rock Blast	RCK	25	80	10	1		Attacks 2-5 times per turn
Rock Slide	RCK	75	90	10	2		Has a 30% chance of causing Flinch
Rock Smash (HM 06)	FTG	20	100	15	1	●	Has a 50% chance of lowering foe's Defense by 1 level
Rock Throw	RCK	50	90	15	1		No extra effect beyond damaging foe
Rock Tomb (TM 39)	RCK	50	80	10	1		Lowers foe's Speed 1 level
Role Play	PSY	-	100	10	1		Copies foe's ability
Rolling Kick	FTG	60	85	15	1	●	Has a 30% chance of causing Flinch
Rollout	RCK	30	90	20	1	●	Repeats 5 turns unless it misses; damages more each turn; 2x damage after using Defense Curl
Sacred Fire	FIRE	100	95	5	1		Has a 50% chance of causing Burn
Safeguard (TM 20)	NRM	-	-	25	5		Protects team from status affliction for 5 turns
Sand Tomb	GRD	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Sand-Attack	GRD	-	100	15	1		Lowers foe's Accuracy 1 level for all moves
Sandstorm (TM 37)	RCK	-	-	10	5		Changes weather to sandstorm for 5 turns, which damages all but Rock-, Steel- & Ground-types
Scary Face	NRM	-	90	10	1		Lowers foe's Defense 2 levels
Scratch	NRM	40	100	35	1	●	No extra effect beyond damaging foe
Screech	NRM	-	85	40	1		Lowers foe's Defense 2 levels
Secret Power (TM 43)	NRM	70	100	20	1		Has a 30% chance of a 2nd effect based on terrain (see page 5)
Seismic Toss	FTG	-	100	20	1	●	Causes damage equal to attacker's level
Selfdestruct	NRM	200	100	5	3		Inflicts a massive amount of damage but causes you to faint
Shadow Ball (TM 30)	GHO	80	100	15	1		Has a 20% chance of lowering foe's Sp. Defense 1 level
Shadow Punch	GHO	60	-	20	1	●	Always strikes foe successfully
Shadow Rush	-	90	100	-	1	●	Only Shadow Pokémon can use the move; self-inflicts some damage
Sheer Cold	ICE	-	30	5	1		Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Shock Wave (TM 34)	ELC	60	-	20	1		Always strikes foe successfully
Signal Beam	BUG	75	100	15	1		Has a 10% chance of causing Confuse
Silver Wind	BUG	60	100	5	1		Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Sing	NRM	-	55	15	1		Causes Sleep
Sketch	NRM	-	-	1	1		Adds foe's last move to Pokémon's move repertoire (effect remains after battle)
Skill Swap (TM 48)	PSY	-	100	10	1		Switches abilities with foe
Skull Bash	NRM	100	100	15	1	●	Raises Defense 1 level; prepares attack on first turn then attempts strike on second
Sky Attack	FLY	140	90	5	1		Prepares attack on first turn then attempts strike on second; has a 30% chance of causing Flinch
Sky Uppercut	FTG	85	90	15	1	●	Damages Flying-type Pokémon more easily
Slack Off	NRM	-	100	10	5		Restores 1/2 of attacker's maximum HP
Slam	NRM	80	75	20	1	●	No extra effect beyond damaging foe
Slash	NRM	70	100	20	1	●	Has a high chance of a critical hit
Sleep Powder	GRS	-	75	15	1		Causes Sleep
Sleep Talk	NRM	-	-	10	-		Protects Pokémon by using moves randomly if your Pokémon has a Sleep condition
Sludge	PSN	65	100	20	1		Has a 30% chance of causing Poison
Sludge Bomb (TM 36)	PSN	90	100	10	1		Has a 30% chance of causing Poison
Smellingsalt	NRM	60	100	10	1	●	Inflicts double damage on foes with a Paralyze condition, then cures the condition
Smog	PSN	20	70	20	1		Has a 40% chance of causing Poison
Smokescreen	NRM	-	100	20	1		Lowers foe's Accuracy 1 level for all moves
Snatch (TM 22)	DRK	-	100	10	-		Steals and uses special effect (if any) from foe's move
Snore	NRM	40	100	15	1		Damages foe and has a 30% chance of causing Flinch if your Pokémon has a Sleep condition
Solarbeam (TM 22)	GRS	120	100	10	1		Preps on first turn, attacks on second turn; no wait if sunny weather; less powerful in rain
Sonicboom	NRM	-	90	20	1		Causes 20 points of damage regardless of other battle factors
Spark	ELC	65	100	20	1	●	Has a 30% chance of causing Paralyze



Move	Type	BA	AC	PP	2-on-2	DA	Effect
Spider Web	BUG	-	100	10	1		Prevents foe from switching out during battle
Spike Cannon	NRM	20	100	15	1		Attacks 2-5 times per turn
Spikes	GRD	-	-	20	2		Damages foe that switches in; effect persists until battle is over; use again to increase damage
Spit Up	NRM	100	100	10	1		Inflicts damage by amount fueled by Stockpile power
Spite	GHO	-	100	10	1		Lowers PP of foe's last move 2 to 5 pts.
Splash	NRM	-	-	40	5		None
Spore	GRS	-	100	15	1		Causes Sleep
Steel Wing (TM 47)	STL	70	90	25	1	●	Has a 10% chance of raising Defense 1 level
Stockpile	NRM	-	-	10	5		Stores power used to fuel Spit Up and Swallow; can use move 3 times
Stomp	NRM	65	100	20	1	●	Has a 30% chance of causing Flinch
Strength (HM 04)	NRM	80	100	15	1	●	No extra effect beyond damaging foe
String Shot	BUG	-	95	40	2		Lowers foe's Speed 1 level
Struggle	NRM	50	100	1	1	●	Attack becomes available to all Pokémon that run out of PP for all moves; self-inflicts 1/4 damage
Stun Spore	GRS	-	75	30	1		Causes Paralyze
Submission	FTG	80	80	25	1	●	Damages foe but self-inflicts 1/4 of the damage
Substitute	NRM	-	-	10	5		Creates a battle decoy from 1/4 of Pokémon's maximum HP
Sunny Day (TM 11)	FIRE	-	-	5	5		Changes weather to sunny conditions for 5 turns, which raises power of Fire-type moves
Superpower	FTG	120	100	5	1	●	Inflicts massive amount of damage but lowers attacker's Attack and Defense 1 level
Supersonic	NRM	-	55	20	1		Causes Confuse
Surf (HM 03)	WTR	95	100	15	2		No extra effect beyond damaging foe
Swagger	NRM	-	90	15	1		Causes foe to have a Confuse condition and causes it to hurt itself worse by raising its Attack 2 levels
Swallow	NRM	-	-	10	5		Restores HP by amount fueled by Stockpile power
Sweet Kiss	NRM	-	75	10	1		Causes Confuse
Sweet Scent	NRM	-	100	20	2		Lowers foe's evasiveness 1 level
Swift	NRM	60	-	20	2		Always strikes foe successfully
Swords Dance	NRM	-	-	30	5		Raises Attack 2 levels
Synthesis	GRS	-	-	5	5		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Tackle	NRM	35	95	35	1	●	No extra effect beyond damaging foe
Tail Glow	BUG	-	100	20	5		Raises Sp. Attack 2 levels
Tail Whip	NRM	-	100	30	2		Lowers foe's Defense 1 level
Take Down	NRM	90	85	20	1	●	Damages foe but self-inflicts 1/4 of the damage
Taunt (TM 12)	DRK	-	100	20	1		Forces foe to use attacks (not defensive moves) for current and next turn
Teeter Dance	NRM	-	100	20	3		Causes Confuse in all Pokémon on field except attacking Pokémon
Teleport	PSY	-	-	20	5		None in Pokémon Colosseum
Thief (TM 46)	DRK	40	100	10	1	●	Takes a foe's held item (if it has one)
Thrash	NRM	90	100	20	R	●	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Thunder (TM 25)	ELC	120	70	10	1		Has 100% AC in rainy weather and 50% AC in sunny; has 30% chance of causing Paralyze
Thunder Wave	ELC	-	100	20	1		Causes Paralyze
Thunderbolt (TM 24)	ELC	95	100	15	1		Has a 10% chance of causing Paralyze
Thunderpunch	ELC	75	100	15	1	●	Has a 10% chance of causing Paralyze
Thundershock	ELC	40	100	30	1		Has a 10% chance of causing Paralyze
Tickle	NRM	-	100	20	1	●	Lowers foe's Attack and Defense 1 level
Torment (TM 41)	DRK	-	100	15	1		Prevents foe from using the same move twice in a row
Toxic (TM 06)	PSN	-	85	10	1		Causes Poison; amount of residual poison damage increases each turn
Tri Attack	NRM	80	100	10	1		Has a 20% chance of causing one random condition: Freeze, Burn or Paralyze
Trick	PSY	-	100	10	1		Switches foe's held items with your Pokémon's
Triple Kick	FTG	10	90	10	1	●	Attacks 3 times in a row; damage increases each time
Twister	DRG	40	100	20	2		Has a 20% chance of causing Flinch; inflicts double damage if foe is using Fly
Uproar	NRM	50	100	10	R		Repeats for 2 to 5 turns; no Pokémon can inflict a Sleep condition until completed
Vicegrip	NRM	55	100	30	1	●	No extra effect beyond damaging foe
Vine Whip	GRS	35	100	10	1	●	No extra effect beyond damaging foe
Vital Throw	FTG	70	100	10	1	●	Causes attacker to strike second but move will always strike foe successfully
Water Gun	WTR	40	100	25	1		No extra effect beyond damaging foe
Water Pulse (TM 03)	WTR	60	100	20	1		Has a 20% chance of causing Confuse
Water Sport	WTR	-	100	15	5		Lowers power of all Fire-type attacks while Pokémon is onfield

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Water Spout	WTR	150	100	5	2		Inflicts less damage if your Pokémon's HP is weaker
Waterfall (HM 07)	WTR	80	100	15	1	•	No extra effect beyond damaging foe
Weather Ball	NRM	50	100	10	1		Doubles damage for move types in specific weather (sunny=Fire; rain=Water; hail=Ice; sandstorm=Rock)
Whirlpool	WTR	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Whirlwind	NRM	-	100	20	1		Forces random foe switch in battle
Will-o-Wisp	FIRE	-	75	15	1		Causes Burn
Wing Attack	FLY	60	100	35	1	•	No extra effect beyond damaging foe
Wish	NRM	-	100	10	5		Restores 1/2 of max HP on next turn; effect transfers if you switch Pokémon for next turn
Withdraw	WTR	-	-	40	5		Raises Defense 1 level
Wrap	NRM	15	85	20	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Yawn	NRM	-	100	10	1		Causes Sleep condition in foe on next turn
Zap Cannon	ELC	100	50	5	1		Causes Paralyze if foe is hit

## ABILITIES

Ability	Description
Air Lock	Prevents Pokémon from being affected by weather during battle
Arena Trap	Prevents foe from switching Pokémon or escaping; not effective against Flying-types or Pokémon with Levitate
Battle Armor	Helps Pokémon avoid critical hits
Blaze	Multiplies power of Pokémon's Fire-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Chlorophyll	Doubles a Pokémon's Speed when sunlight is strong
Clear Body	Prevents an opponent's move from lowering your Pokémon's stats
Cloud Nine	Prevents weather influence on all Pokémon in battle
Color Change	Changes Pokémon's type to match the type of a move that hits it
Compoundeyes	Increases Accuracy 30% for all moves
Cute Charm	Attracts opponent Pokémon 30% of the time when opponent strikes
Damp	Prevents all Pokémon in battle from using Selfdestruct and Explosion
Drizzle	Changes weather to rain during battle
Drought	Changes weather to sunny conditions during battle
Early Bird	Causes Pokémon to wake earlier from Sleep condition
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 10% of the time when opponent attacks directly
Flame Body	Afflicts opponent Pokémon with a Burn condition 30% of the time when opponent attacks directly
Flash Fire	Prevents damage from Fire-type attacks and increases power of Pokémon's Fire-type attacks
Forecast	Changes Pokémon to a form and type that's connected to weather (sun=Fire-type, rain=Water-type, hail=Ice-type)
Guts	Multiplies power of a Pokémon's attacks by 1.5 when it has a status condition
Huge Power	Increases power of Pokémon's attacks, but the effect is halved when the Pokémon's ability is changed (e.g., Skill Swap)
Hustle	Multiplies power of a Pokémon's attacks by 1.5, but move Accuracy is reduced to 80% of normal
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power
Illuminate	No effect in Pokémon Colosseum
Immunity	Prevents Pokémon from getting a Poison condition
Inner Focus	Prevents Pokémon from Flinching
Insomnia	Prevents Pokémon from getting a Sleep condition
Intimidate	Reduces the opponent's attack power
Keen Eye	Protects Pokémon from Accuracy reduction
Levitate	Prevents Pokémon from getting struck by Ground-type attacks
Lightningrod	Draws Electric-type attacks away from partner to Pokémon when it's in a 2-on-2 battle
Limber	Prevents Pokémon from getting a Paralyze condition
Liquid Ooze	Causes damage to opponent Pokémon when it attempts to absorb or leech HP
Magma Armor	Prevents Pokémon from getting a Freeze condition
Magnet Pull	Prevents Steel-type opponents from escaping
Marvel Scale	Multiplies Defense by 1.5 when Pokémon has a status condition
Minus	Multiplies Sp. Attack by 1.5 when a positively charged Pokémon is onfield
Natural Cure	Cures a Pokémon's status condition when the Pokémon is withdrawn from battle
Oblivious	Prevents Pokémon from becoming attracted
Overgrow	Multiplies power of Grass-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Own Tempo	Prevents Pokémon from getting a Confuse condition
Pickup	Picks up items from opponent Pokémon while in battle
Plus	Multiplies Sp. Attack power by 1.5 when a negatively charged Pokémon is onfield
Poison Point	Afflicts opponent Pokémon with a Poison condition 30% of the time when it attacks directly
Pressure	Reduces opponent Pokémon's PP by 2 every time it damages the Pokémon with Pressure



Ability	Description
Pure Power	Increases power of Pokémon's attacks, but the effect is halved when the Pokémon's ability is changed (e.g., Skill Swap)
Rain Dish	Recovers HP in every turn when it's raining during battle
Rock Head	Prevents Pokémon from incurring damage when it uses Submission, Take Down or Double-Edge
Rough Skin	Causes opponent's HP to decrease when opponent attacks directly
Run Away	Allows Pokémon to escape from wild Pokémon (no effect in Pokémon Colosseum)
Sand Stream	Summons a sandstorm during battle
Sand Veil	Allows Pokémon to evade moves more easily during sandstorms
Serene Grace	Doubles the chances that any attack's additional effects will work
Shadow Tag	Prevents foe from swapping out Pokémon
Shed Skin	Gives Pokémon a 30% chance of curing its status conditions every turn
Shell Armor	Prevents Pokémon from suffering critical hits
Shield Dust	Shields Pokémon from the additional effects of attacks
Soundproof	Frees Pokémon from Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar
Speed Boost	Increases Pokémon's Speed every turn
Static	Afflicts opponent Pokémon with a Paralyze condition 30% of the time when opponent attacks directly
Stench	When the Pokémon is in the lead team position, decreases chances of meeting wild Pokémon (no effect in Pokémon Colosseum)
Sticky Hold	Prevents opponent Pokémon from stealing an item
Sturdy	Shields Pokémon from attacks that knock it out in one hit
Suction Cups	Prevents Pokémon from swapping out when the opponent Pokémon uses Whirlwind or Roar
Swarm	Multiplies power of Bug-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Swift Swim	Doubles the Pokémon's Speed when it's raining in battle
Synchronize	Causes opponent Pokémon that inflicts Poison, Paralyze or Burn to receive the same condition
Thick Fat	Reduces damage by half when Pokémon is hit with Fire- or Ice-type attacks
Torrent	Multiplies power of Water-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Trace	Duplicates the ability that opponent Pokémon has
Truant	Restricts Pokémon from making a move every turn (can act only every other turn)
Vital Spirit	Prevents Pokémon from getting a Sleep condition
Volt Absorb	Restores Pokémon's HP when hit with Electric-type attacks
Water Absorb	Restores Pokémon's HP when hit with Water-type attacks
Water Veil	Prevents Pokémon from getting a Burn condition
White Smoke	Prevents opponent's moves from reducing Pokémon's stats
Wonder Guard	Prevents all damage except from attack types that the Pokémon is weak against

## NATURES

A Pokémon's nature affects the growth of its stats and which flavors it prefers. In Story mode, it also impacts which purification methods are the most effective.

Nature	Attack	Defense	Special Attack	Special Defense	Speed	Favorite	Least Favorite
Adamant	Rises quickly	—	Rises slowly	—	—	Spicy (Cool)	Dry (Beauty)
Bashful	—	—	—	—	—	—	—
Bold	Rises slowly	Rises quickly	—	—	—	Sour (Tough)	Spicy (Cool)
Brave	Rises quickly	—	—	—	Rises slowly	Spicy (Cool)	Sweet (Cute)
Calm	Rises slowly	—	—	Rises quickly	—	Bitter (Smart)	Spicy (Cool)
Careful	—	—	Rises slowly	Rises quickly	—	Bitter (Smart)	Dry (Beauty)
Docile	—	—	—	—	—	—	—
Gentle	—	Rises slowly	—	Rises quickly	—	Bitter (Smart)	Sour (Tough)
Hardy	—	—	—	—	—	—	—
Hasty	—	Rises slowly	—	—	Rises quickly	Sweet (Cute)	Sour (Tough)
Impish	—	Rises quickly	Rises slowly	—	—	Sour (Tough)	Dry (Beauty)
Jolly	—	—	Rises slowly	—	Rises quickly	Sweet (Cute)	Dry (Beauty)
Lax	—	Rises quickly	—	Rises slowly	—	Sour (Tough)	Bitter (Smart)
Lonely	Rises quickly	Rises slowly	—	—	—	Spicy (Cool)	Sour (Tough)
Mild	—	Rises slowly	Rises quickly	—	—	Dry (Beauty)	Sour (Tough)
Modest	Rises slowly	—	Rises quickly	—	—	Dry (Beauty)	Spicy (Cool)
Naive	—	—	—	Rises slowly	Rises quickly	Sweet (Cute)	Bitter (Smart)
Naughty	Rises quickly	—	—	Rises slowly	—	Spicy (Cool)	Bitter (Smart)
Quiet	—	—	Rises quickly	—	Rises slowly	Dry (Beauty)	Sweet (Cute)
Quirky	—	—	—	—	—	—	—
Rash	—	—	Rises quickly	Rises slowly	—	Dry (Beauty)	Bitter (Smart)
Relaxed	—	Rises quickly	—	—	Rises slowly	Sour (Tough)	Sweet (Cute)
Sassy	—	—	—	Rises quickly	Rises slowly	Bitter (Smart)	Sweet (Cute)
Serious	—	—	—	—	—	—	—
Timid	Rises slowly	—	—	—	Rises quickly	Sweet (Cute)	Spicy (Cool)

# AVAILABLE pokémon BY TYPE

After you find out which Pokémon a Battle mode Trainer has on his team, consult the battle chart on page 4 to see which Pokémon types and attack types will be the most effective in a fight. Then use the following charts to find Pokémon\* types that will fit the bill defensively and—if they have same-type attacks—offensively.

\* The listed Pokémon are those available in Pokémon Colosseum's Story mode, and all Pokémon that you can bring to the game when you link your Pokémon Ruby and Pokémon Sapphire Game Paks.

## BUG

POKéMON	TYPE
ANORITH	ROCK-BUG
ARIADOS	BUG-POISON
ARMALDO	ROCK-BUG
BEAUTIFLY	BUG-FLYING
CASCOON	BUG
DUSTOX	BUG-POISON
FORRETRESS	BUG-STEEL
HERACROSS	BUG-FIGHTING
ILLUMISE	BUG
LEDIAN	BUG-FLYING
MASQUERAIN	BUG-FLYING
NINCADA	BUG-GROUND
NINJASK	BUG-FLYING
PINSIR	BUG
SHEDINJA	BUG-GHOST
SHUCKLE	BUG-ROCK
SILCOON	BUG
SURSKIT	BUG-WATER
VOLBEAT	BUG
WURMPLE	BUG
YANMA	BUG-FLYING

## DARK

POKéMON	TYPE
ABSOL	DARK
CACTURNE	GRASS-DARK
CARVANHA	WATER-DARK
CRAWDAUNT	WATER-DARK
HOUNDOOM	DARK-FIRE
MIGHTYENA	DARK
MURKROW	DARK-FLYING
NUZLEAF	GRASS-DARK
POOCHYENA	DARK
SABLEYE	DARK-GHOST
SHARPEDO	WATER-DARK
SHIFTRY	GRASS-DARK
SNEASEL	DARK-ICE
TYRANITAR	ROCK-DARK
UMBREON	DARK

## DRAGON

POKéMON	TYPE
ALTARIA	DRAGON-FLYING
BAGON	DRAGON
FLYGON	GROUND-DRAGON
KINGDRA	WATER-DRAGON
LATIAS	DRAGON-PSYCHIC
LATIOS	DRAGON-PSYCHIC
RAYQUAZA	DRAGON-FLYING
SALAMENCE	DRAGON-FLYING
SHELGON	DRAGON
VIBRAVA	GROUND-DRAGON

## ELECTRIC

POKéMON	TYPE
AMPHAROS	ELECTRIC
CHINCHOU	WATER-ELECTRIC
ELECTRIKE	ELECTRIC
ELECTRODE	ELECTRIC
FLAAFFY	ELECTRIC
LANTURN	WATER-ELECTRIC
MAGNEMITE	ELECTRIC-STEEL
MAGNETON	ELECTRIC-STEEL
MANECTRIC	ELECTRIC
MINUN	ELECTRIC
PICHU	ELECTRIC
PIKACHU	ELECTRIC
PLUSLE	ELECTRIC
RAICHU	ELECTRIC
RAIKOU	ELECTRIC
VOLTORB	ELECTRIC

## FIGHTING

POKéMON	TYPE
BLAZIKEN	FIRE-FIGHTING
BRELOOM	GRASS-FIGHTING
COMBUSKEN	FIRE-FIGHTING
HARIYAMA	FIGHTING
HERACROSS	BUG-FIGHTING
HITMONTOP	FIGHTING
MACHAMP	FIGHTING
MACHOKE	FIGHTING
MACHOP	FIGHTING
MAKUHITA	FIGHTING

MEDICHAM	FIGHTING-PSYCHIC
MEDITITE	FIGHTING-PSYCHIC

## FIRE

POKéMON	TYPE
BLAZIKEN	FIRE-FIGHTING
CAMERUPT	FIRE-GROUND
COMBUSKEN	FIRE-FIGHTING
ENTEI	FIRE
HO-OH	FIRE-FLYING
HOUNDOOM	DARK-FIRE
MAGCARGO	FIRE-ROCK
NINETALES	FIRE
NUMEL	FIRE-GROUND
QUILAVA	FIRE
SLUGMA	FIRE
TORCHIC	FIRE
TORKOAL	FIRE
TYPHLOSION	FIRE
VULPIX	FIRE

## FLYING

POKéMON	TYPE
ALTARIA	DRAGON-FLYING
BEAUTIFLY	BUG-FLYING
CROBAT	POISON-FLYING
DELIBIRD	ICE-FLYING
DODRIO	NORMAL-FLYING
DODUO	NORMAL-FLYING
GLIGAR	GROUND-FLYING
GOLBAT	POISON-FLYING
GYARADOS	WATER-FLYING
HO-OH	FIRE-FLYING
JUMPLUFF	GRASS-FLYING
LEDIAN	BUG-FLYING
MANTINE	WATER-FLYING
MASQUERAIN	BUG-FLYING
MURKROW	DARK-FLYING
NATU	PSYCHIC-FLYING
NINJASK	BUG-FLYING
NOCTOWL	NORMAL-FLYING
PELIPPER	WATER-FLYING
RAYQUAZA	DRAGON-FLYING
SALAMENCE	DRAGON-FLYING
SKARMORY	STEEL-FLYING



SKIPLOOM	GRASS-FLYING
SWABLU	NORMAL-FLYING
SWELLOW	NORMAL-FLYING
TAILLOW	NORMAL-FLYING
TOGETIC	NORMAL-FLYING
TROPIUS	GRASS-FLYING
WINGULL	WATER-FLYING
XATU	PSYCHIC-FLYING
YANMA	BUG-FLYING
ZUBAT	POISON-FLYING

## GHOST

POKéMON	TYPE
BANETTE	GHOST
DUSCLOPS	GHOST
DUSKULL	GHOST
MISDREAVUS	GHOST
SABLEYE	DARK-GHOST
SHEDINJA	BUG-GHOST
SHUPPET	GHOST

## GRASS

POKéMON	TYPE
BAYLEEF	GRASS
BELLOSSOM	GRASS
BRELOOM	GRASS-FIGHTING
CACNEA	GRASS
CACTURNE	GRASS-DARK
CELEBI	PSYCHIC-GRASS
CRADILY	ROCK-GRASS
GLOOM	GRASS-POISON
GROVYLE	GRASS
JUMPLUFF	GRASS-FLYING
LILEEP	ROCK-GRASS
LOMBRE	WATER-GRASS
LOTAD	WATER-GRASS
LUDICOLO	WATER-GRASS
MEGANIUM	GRASS
NUZLEAF	GRASS-DARK
ODDISH	GRASS-POISON
ROSELIA	GRASS-POISON
SCEPTILE	GRASS
SEEDOT	GRASS
SHIFTRY	GRASS-DARK
SHROOMISH	GRASS
SKIPLOOM	GRASS-FLYING
SUNFLORA	GRASS
TREECKO	GRASS
TROPIUS	GRASS-FLYING
VILEPLUME	GRASS-POISON

## GROUND

POKéMON	TYPE
BALTOY	GROUND-PSYCHIC
BARBOACH	WATER-GROUND
CAMERUPT	FIRE-GROUND
CLAYDOL	GROUND-PSYCHIC
DONPHAN	GROUND
FLYGON	GROUND-DRAGON
GEODUDE	ROCK-GROUND
GLIGAR	GROUND-FLYING
GOLEM	ROCK-GROUND
GRAVELER	ROCK-GROUND
GROUDON	GROUND
MARSHTOMP	WATER-GROUND
NINCADA	BUG-GROUND
NUMEL	FIRE-GROUND
PHANPY	GROUND
PILOSWINE	ICE-GROUND
QUAGSIRE	WATER-GROUND
RHYDON	GROUND-ROCK
RHYHORN	GROUND-ROCK
SANDSHREW	GROUND
SANDSLASH	GROUND
SWAMPERT	WATER-GROUND
TRAPINCH	GROUND
VIBRAVA	GROUND-DRAGON
WHISCASH	WATER-GROUND

## ICE

POKéMON	TYPE
DELIBIRD	ICE-FLYING
GLALIE	ICE
PILOSWINE	ICE-GROUND
REGICE	ICE
SEALEO	ICE-WATER
SNEASEL	DARK-ICE
SNORUNT	ICE
SPHEAL	ICE-WATER
WALREIN	ICE-WATER

## NORMAL

POKéMON	TYPE
AIPOM	NORMAL
AZURILL	NORMAL
CASTFORM	NORMAL
DELICATTY	NORMAL
DODRIO	NORMAL-FLYING
DODUO	NORMAL-FLYING
DUNSPARCE	NORMAL
EXPLOUD	NORMAL
FURRET	NORMAL
GIRAFARIG	NORMAL-PSYCHIC
GRANBULL	NORMAL

IGGLYBUFF	NORMAL
JIGGLYPUFF	NORMAL
KECLEON	NORMAL
LINOONE	NORMAL
LOUDRED	NORMAL
MILTANK	NORMAL
NOCTOWL	NORMAL-FLYING
SKITTY	NORMAL
SLAKING	NORMAL
SLAKOTH	NORMAL
SMEARGLE	NORMAL
SPINDA	NORMAL
STANTLER	NORMAL
SWABLU	NORMAL-FLYING
SWELLOW	NORMAL-FLYING
TAILLOW	NORMAL-FLYING
TOGETIC	NORMAL-FLYING
URSARING	NORMAL
VIGOROTH	NORMAL
WHISMUR	NORMAL
WIGGLYTUFF	NORMAL
ZANGOOSE	NORMAL
ZIGZAGOON	NORMAL

## POISON

POKéMON	TYPE
ARIADOS	BUG-POISON
CROBAT	POISON-FLYING
DUSTOX	BUG-POISON
GLOOM	GRASS-POISON
GOLBAT	POISON-FLYING
GRIMER	POISON
GULPIN	POISON
KOFFING	POISON
MUK	POISON
ODDISH	GRASS-POISON
OWILFISH	WATER-POISON
ROSELIA	GRASS-POISON
SEVIPER	POISON
SWALOT	POISON
TENTACOO	WATER-POISON
TENTACRUEL	WATER-POISON
VILEPLUME	GRASS-POISON
WEEZING	POISON
ZUBAT	POISON-FLYING

## PSYCHIC

POKéMON	TYPE
ABRA	PSYCHIC
ALAKAZAM	PSYCHIC
BALTOY	GROUND-PSYCHIC
BELDUM	STEEL-PSYCHIC
CELEBI	PSYCHIC-GRASS
CHIMECHO	PSYCHIC

CLAYDOL	GROUND-PSYCHIC
ESPEON	PSYCHIC
GARDEVOIR	PSYCHIC
GIRAFARIG	NORMAL-PSYCHIC
GRUMPIG	PSYCHIC
JIRACHI	STEEL-PSYCHIC
KADABRA	PSYCHIC
KIRLIA	PSYCHIC
LATIAS	DRAGON-PSYCHIC
LATIOS	DRAGON-PSYCHIC
MEDICHAM	FIGHTING-PSYCHIC
MEDITITE	FIGHTING-PSYCHIC
METAGROSS	STEEL-PSYCHIC
METANG	STEEL-PSYCHIC
NATU	PSYCHIC-FLYING
SOLROCK	ROCK-PSYCHIC
SPOINK	PSYCHIC
STARMIE	WATER-PSYCHIC
WOBBUFFET	PSYCHIC
WYNAUT	PSYCHIC
XATU	PSYCHIC-FLYING

## ROCK

POK&MON	TYPE
AGGRON	STEEL-ROCK
ANORITH	ROCK-BUG
ARMALDO	ROCK-BUG
ARON	STEEL-ROCK
CORSOLA	WATER-ROCK
CRADILY	ROCK-GRASS
GEODUDE	ROCK-GROUND
GOLEM	ROCK-GROUND
GRAVELER	ROCK-GROUND
LAIRON	STEEL-ROCK
LILEEP	ROCK-GRASS
LUNATONE	ROCK-PSYCHIC
MAGCARGO	FIRE-ROCK
NOSEPASS	ROCK
REGIROCK	ROCK
RELICANTH	WATER-ROCK
RHYDON	GROUND-ROCK
RHYHORN	GROUND-ROCK
SHUCKLE	ROCK-BUG
SOLROCK	ROCK-PSYCHIC
SUDOWOODO	ROCK
TYRANITAR	ROCK-DARK

## STEEL

POK&MON	TYPE
AGGRON	STEEL-ROCK
ARON	STEEL-ROCK
BELDUM	STEEL-PSYCHIC
FORRETRESS	BUG-STEEL
JIRACHI	STEEL-PSYCHIC
LAIRON	STEEL-ROCK

MAGNEMITE	ELECTRIC-STEEL
MAGNETON	ELECTRIC-STEEL
MAWILE	STEEL
METAGROSS	STEEL-PSYCHIC
METANG	STEEL-PSYCHIC
REGISTEEL	STEEL
SKARMORY	STEEL-FLYING

## WATER

POK&MON	TYPE
AZUMARILL	WATER
BARBOACH	WATER-GROUND
CARVANHA	WATER-DARK
CHINCHOU	WATER-ELECTRIC
CLAMPERL	WATER
CORPHISH	WATER
CORSOLA	WATER-ROCK
CRAWDAUNT	WATER-DARK
CROCONAW	WATER
FEEBAS	WATER
FERALIGATR	WATER
GOLDEEN	WATER
GOLDUCK	WATER
GOREBYSS	WATER
GYARADOS	WATER-FLYING
HORSEA	WATER
HUNTAIL	WATER
KINGDRA	WATER-DRAGON
KYOGRE	WATER
LANTURN	WATER-ELECTRIC
LOMBRE	WATER-GRASS
LOTAD	WATER-GRASS
LUDICOLO	WATER-GRASS
LUVDISC	WATER
MAGIKARP	WATER
MANTINE	WATER-FLYING
MARILL	WATER
MARSHTOMP	WATER-GROUND
MILOTIC	WATER
MUDKIP	WATER
OCTILLERY	WATER
PELIPPER	WATER-FLYING
PSYDUCK	WATER
QUAGSIRE	WATER-GROUND
QWILFISH	WATER-POISON
RELICANTH	WATER-ROCK
REMORAID	WATER
SEADRA	WATER
SEAKING	WATER
SEALEO	ICE-WATER
SHARPEDO	WATER-DARK
SPHEAL	ICE-WATER
STARMIE	WATER-PSYCHIC
STARYU	WATER
SUICUNE	WATER
SURSKIT	BUG-WATER

SWAMPERT	WATER-GROUND
TENTACOO	WATER-POISON
TENTACRUEL	WATER-POISON
WAILMER	WATER
WAILORD	WATER
WALREIN	ICE-WATER
WHISCASH	WATER-GROUND
WINGULL	WATER-FLYING



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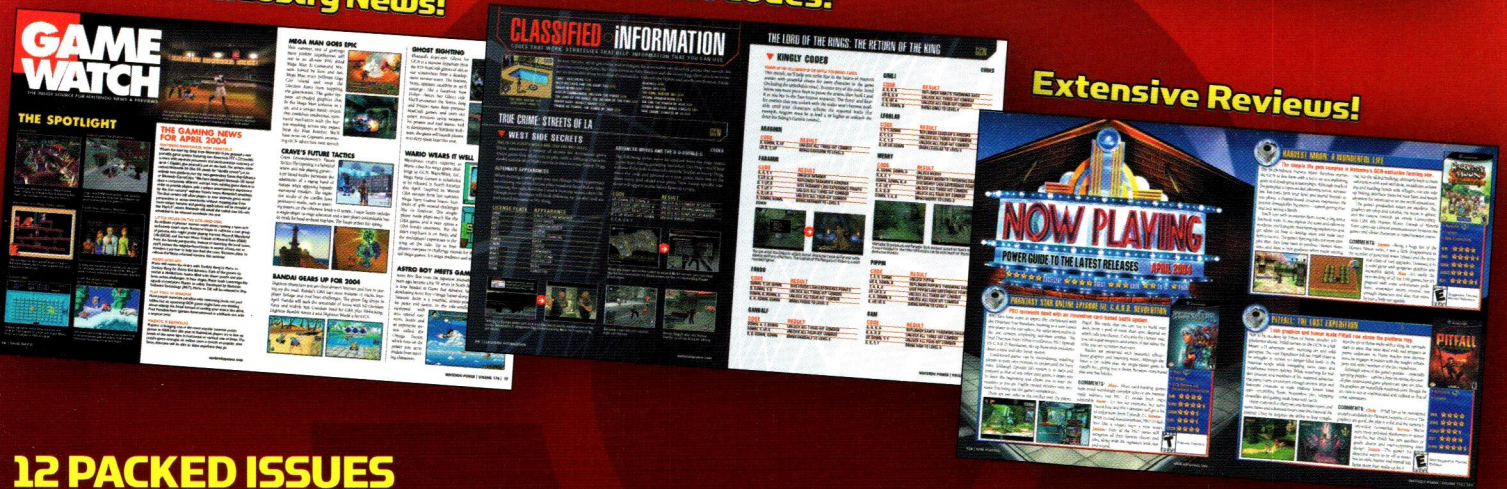
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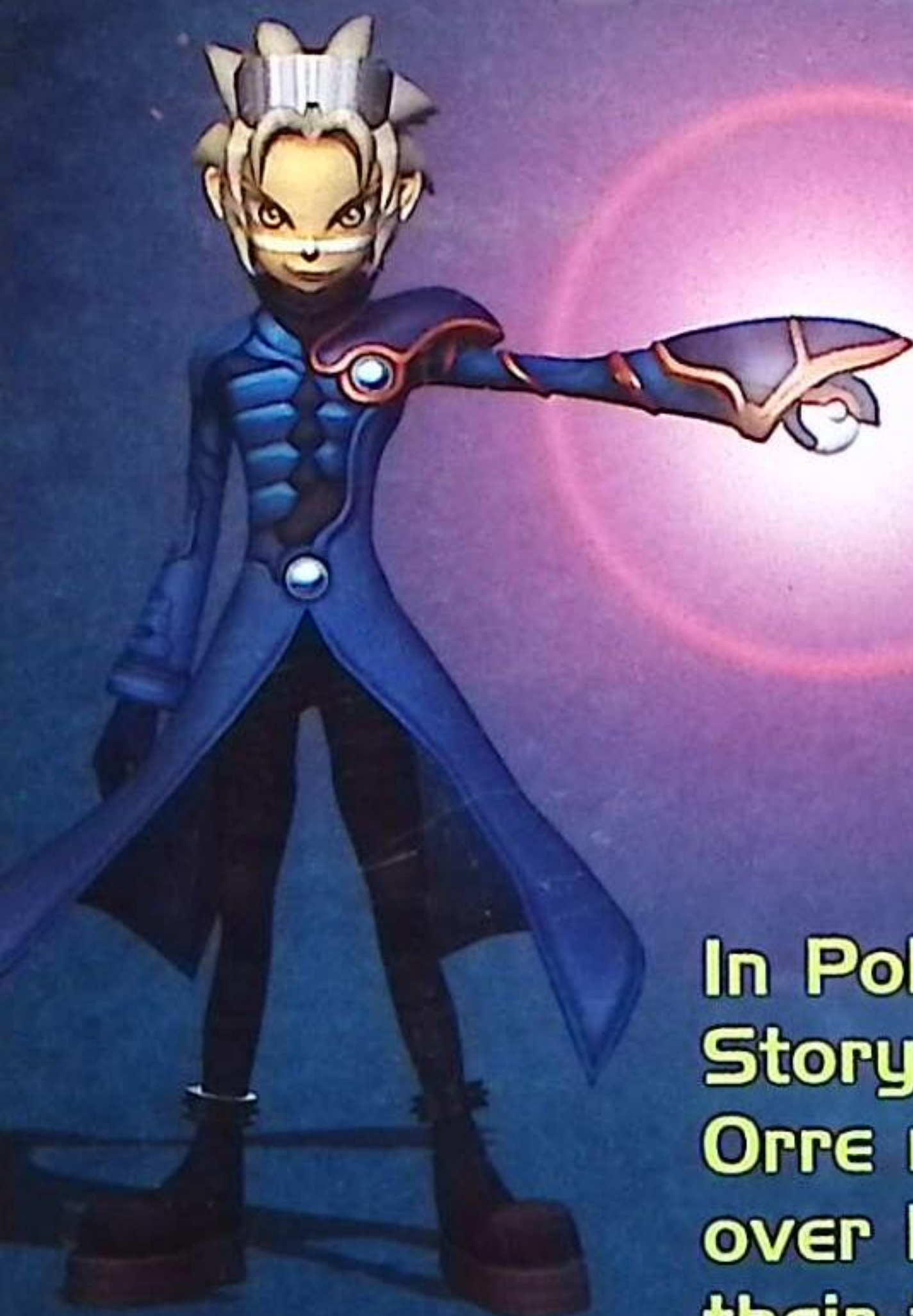


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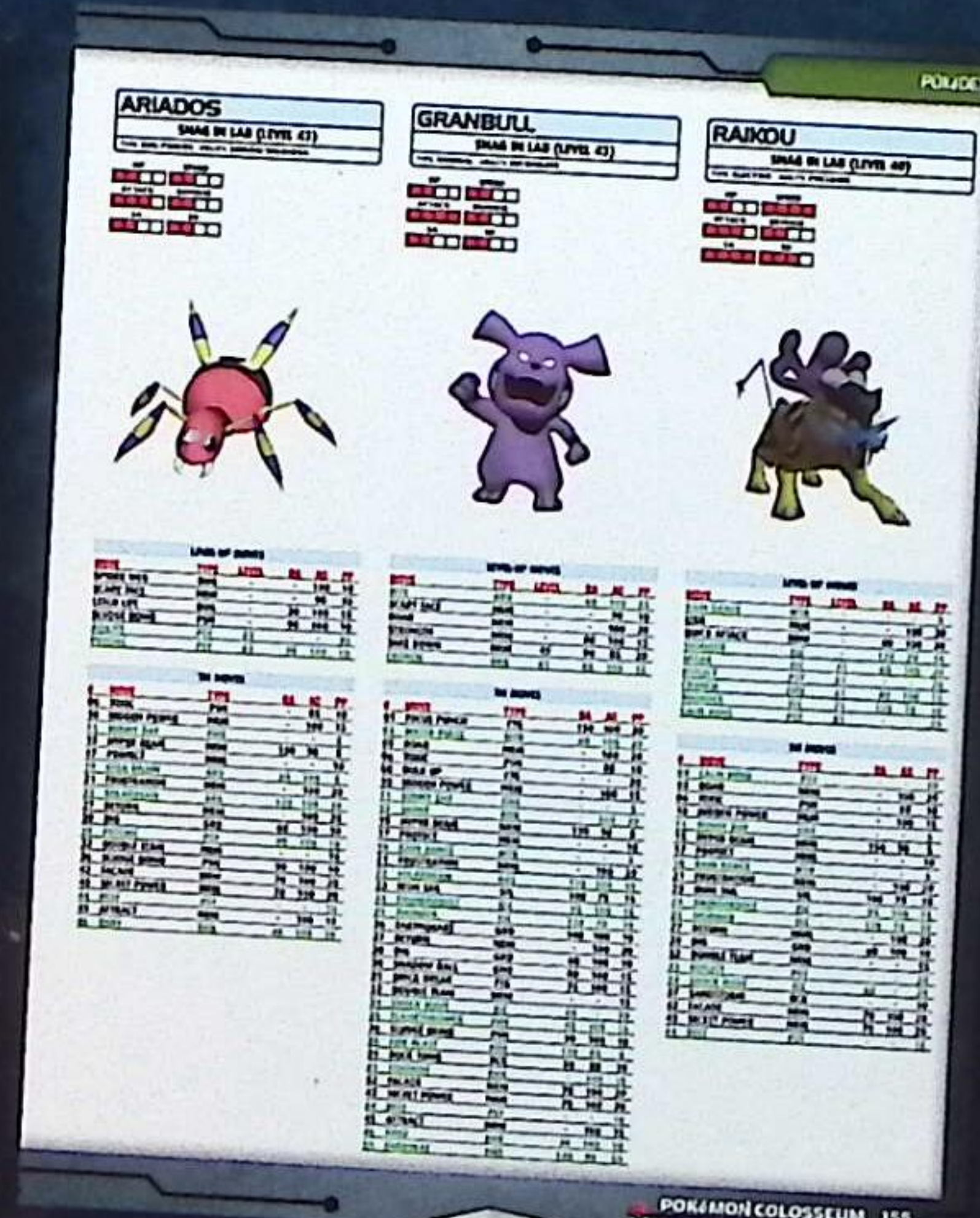
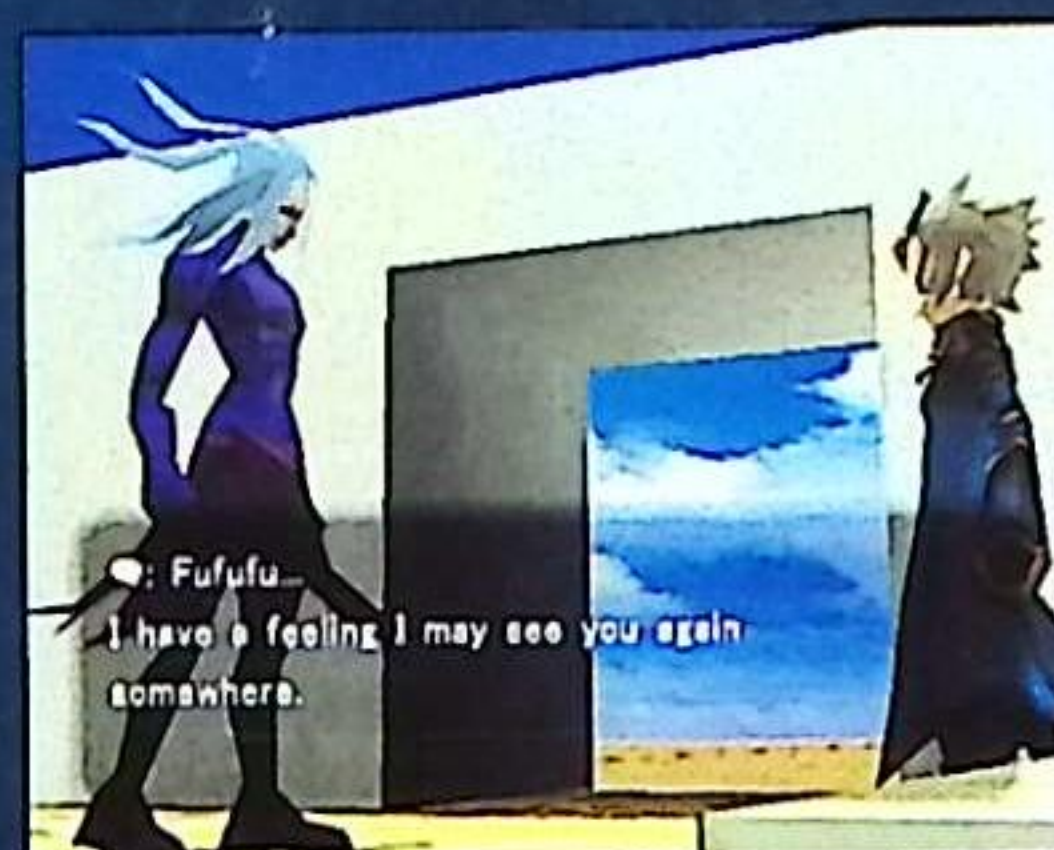


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